



GOD OF WAR COLLECTOR'S EDITION GUIDE



GOD OF WAR®

BY KBG GUIDES

GOD OF WAR™

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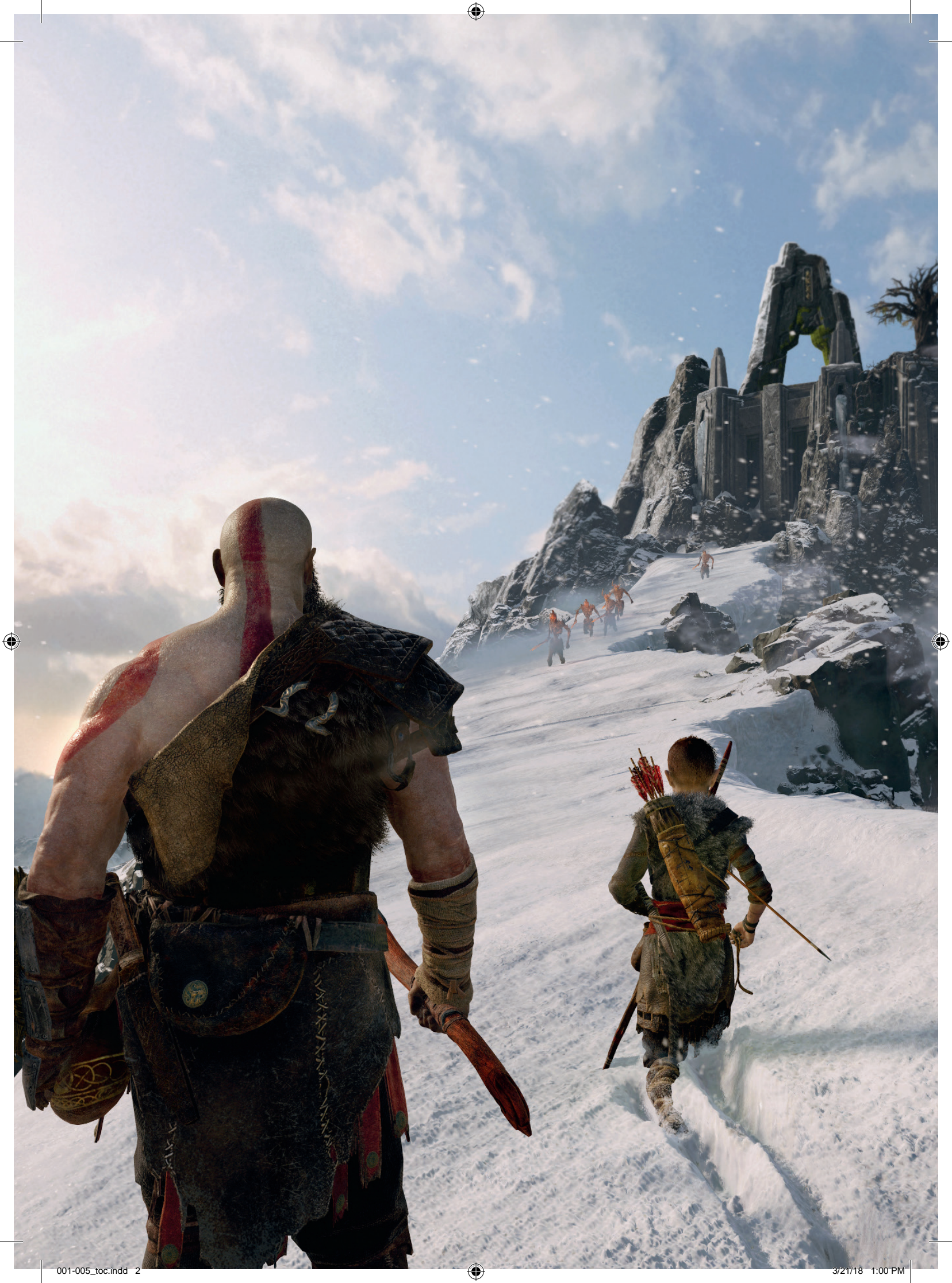
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GOD OF WAR





GOD OF WAR™

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FOREWORD

Thank you video games.

For introducing me to fantastic worlds, interesting characters and sometimes maddening challenges. Thank you for transporting me from the real world of awkwardness and anxiety to the expansive fields of Hyrule where I was able to experience what it would be like to be a hero and change the world.

Thank you for teaching about what it truly means to cooperate by allowing me to completely ignore my teammates in favor of jumping around the map firing rockets in random directions and, in the end, accidentally killing everyone on the opposing team. I carry this lesson with me always. Some say I never really learned the right lesson from that, though.

You may not always be perfect; hell, sometimes you downright infuriate me and make me want to throw my controller into an active volcano. However, even in the lowest of moments, I am thankful that you exist.

Most importantly, I am eternally grateful to the legions of creators that have toiled away over the decades since the inception of this wonderful medium to craft the experiences that helped make me a creator today.

So, thank you video games. You have changed me in so many great ways, and made my time on this planet so much more interesting. I would say you made me a better human, but who am I kidding? I still rage quit *Injustice 2* :)

I hope you enjoy the adventure as much as everyone here at SMS enjoyed creating it!

— Cory “Ol’ Silver Medal” Barlog
Creative Director, Santa Monica Studio

THE BASICS

Welcome to a new chapter of *God of War*. Those familiar with the series are used to a brutal and free-flowing combat system, challenging boss fights, and puzzle-solving. This rendition expands on that formula with a wide array of customization options, numerous Favors, Labors, and other optional content, and hours and hours of solid, satisfying gameplay.

Our guide provides everything you need to complete the father-son Journey and beyond. We walk you step-by-step through every playable area of Midgard and the surrounding realms. We get you efficiently from Point A to Point B while stopping to call attention to all items of interest along the way, in every region.

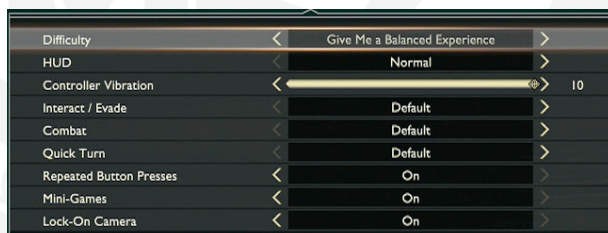
But be sure to check out this **Basics** section first. It will add profound layers of depth to your understanding of the game. The reason: much of the rich, detailed information in here comes directly from the horse's mouth. Our four weeks spent on-site at Sony's Santa Monica Studio included meetings with the entire senior game design team, as well as regular sessions with Sony's outstanding Quality Assurance testing crew.

A good example: Check out our sections on "Power Level" and "Combat." This is information you won't (and can't) find anywhere else, because it's buried deep in the game systems. Our generous Sony hosts shared it all with us, and with you.

So, all of us, authors and readers alike, owe thanks to Team Sony not only for creating such a fun game, but also for helping us understand its basic mechanics at a fundamental level. Which, for many of us, makes great games even more fun.

DIFFICULTIES

There are four difficulties available in *God of War*, which you select at the start. You can change to any difficulty at any time from the Settings Menu, except for "Give Me God of War" difficulty. The toughest difficulty must be selected at the start and cannot be lowered.



GIVE ME A STORY

Experience the story without too much of a gameplay challenge.

- ✚ Enemies deliver less damage and take more damage
- ✚ Enemies have reduced resistance to hit reactions
- ✚ Enemies are much easier to Stun
- ✚ Enemies are much less aggressive
- ✚ Enemies are weaker to Leviathan's ranged attacks
- ✚ Kratos is more resistant to status effects

GIVE ME A BALANCED EXPERIENCE

An adventure that's reasonably challenging.

GIVE ME A CHALLENGE

A more demanding combat experience.

- ✚ Enemies gain a small Power Level advantage, improving many Stats
- ✚ Many enemies gain 50 health bonus
- ✚ Enemies deliver more damage and status effect damage
- ✚ Enemies have an 8 boost to Defense, forcing the player to get 8 more Strength to deliver bonus damage
- ✚ Enemies are harder to Stun in general, with slight bonus resistance to axe and bare-handed attacks
- ✚ Enemies are more resilient to Leviathan's ranged attacks
- ✚ Enemies are more resistant to Atreus' Runic Summons
- ✚ Enemies are more aggressive
- ✚ Enemies absorb impact from basic attacks
- ✚ Building up Permafrost/Immolation takes more time

GIVE ME GOD OF WAR

As difficult as possible, requiring god-like reflexes and strategy. This difficulty cannot be changed mid-game, so a new game must be started to lower the difficulty.

- ✦ All previous attributes (Give Me a Challenge)
- ✦ Most enemies power up and turn Elite after taking damage. Elite enemies are stronger and more aggressive, so preventing the turn is key to success
- ✦ Enemies take slightly less damage
- ✦ Enemies deliver much more status damage
- ✦ Harmful status effects last longer and are more potent
- ✦ Enemies have a defense boost
- ✦ Slight increase in damage delivered to enemies in midair
- ✦ Enemies can only be wall-pinned in the air
- ✦ Enemies can counterattack quickly after taking hit reactions or blocking an attack
- ✦ Kratos motion during attacks is more precise
- ✦ Fewer advantages when the hero has a greater Power Level than an enemy
- ✦ Frost status effect reduces Kratos' invincibility frames on evades
- ✦ Poison status effect reduces Kratos' Power Level
- ✦ Burn status effect does much more damage
- ✦ Spartan Rage gain rate significantly reduced
- ✦ Health pickups reduce status damage and can clear active status effects
- ✦ Enemies are more resistant to status effects
- ✦ Parry attacks are less effective
- ✦ Elite enemies do not take ledge reactions and take significantly reduced reactions to Spartan Rage

THE BASICS

EQUIPMENT AND SKILLS

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LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

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GOD OF WAR TEAM

THE ART OF GOD OF WAR

USER INTERFACE

HEAD-UP DISPLAY

The HUD conveys important information that assists the player in exploration and combat.

- 1 Witch's Compass:** The compass shows the direction that Kratos is facing. The current objectives for the Journey and selected Favor are also shown, along with the distances to these destinations. Use this information to get your bearings when unsure of where to go next.
- 2 Talisman Ability (L1 + Circle):** If you have a Talisman equipped with a bonus ability, this icon lets you know when it's available.
- 3 Light/Heavy Runic Attack (L1 + R1 / R2):** The upper icon represents your equipped Light Runic Attack, while the lower icon is the Heavy. After using an ability, you must wait for the icon to refill before it can be performed again.
- 4 Leviathan Axe Permafrost / Blades of Chaos Immolation:** In order to use Permafrost or Immolation, you must purchase the corresponding Skill. This meter builds as you attack with the appropriate weapon (successive hits without getting hit) until momentum is achieved. At that point, every hit is more powerful, with Frost/Burn damage applied on every hit. This icon itself represents the currently equipped weapon and does not require any Skills. The fill and flourish is related to the momentum abilities.
- 5 Health, Rage, and Status Effect Meters:** The green bar represents Kratos' health, and orange is his Spartan Rage. Small circular meters appear above the health bar when you're hit by status effects. The middle fills up each time the effect hits. Once it's full, you're inflicted, and a line around the outside of the icon indicates the time remaining until the infliction goes away. Get hit with more of the status effect before it drains, and the meter builds.
- 6 Atreus' Arrow Count and Runic Summon:** In the bottom-right corner of the HUD, Atreus' current attack setup is shown. The left icon represents his Runic Summon. As with the Runic Attacks, there's a cooldown time between uses. On the right, the type of arrow currently equipped is displayed, along with the number of arrows remaining. His arrows constantly regenerate when below the maximum. If you've purchased a resurrection stone, you will also see it indicated here.
- 7 Loot:** XP, resources, and other items gained and lost are shown above Atreus' arrow information.
- 8 Enemy Level, Health, Status:** Important information for each enemy is displayed above its head. Enemy level, health, Stun meter, and status effects are shown only when engaged with the enemy.
- 9 Threat Indicator:** These indicators point toward nearby off-screen threats. White signifies nearby enemies, flashing red points out an incoming attack, and flashing purple indicates an incoming projectile. Prepare accordingly.
- 10 Perk Activations:** Temporary perks triggered from Kratos' gear are shown here along with their corresponding timer.



Other On-Screen Notifications

Boss Health and Stun Meters: When facing a miniboss or boss, a segmented bar displays remaining health. As you damage the enemy, a portion of the bar turns red, representing the amount of health removed with the previous attack. Deplete the entire bar to defeat the enemy. Fill the thin meter displayed below the health to Stun the boss.

Journey Updates: Each time you receive a new objective, it's shown in the upper-left corner of the screen.

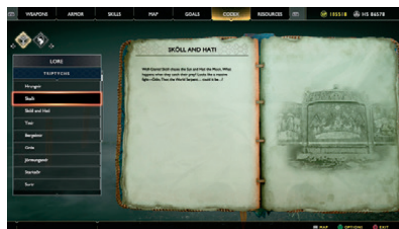
Progress Updates: Updates to current objectives and Labors appear on the right side of the screen.

New Locations: As you discover new locations, the region name appears below the compass. A small amount of XP is earned for each new region discovered.

Button Prompts: Button prompts and other useful information appear above Kratos' health bar.

THE PAUSE MENU

Throughout the Journey, Atreus logs observations into his journal. Press the Options button to pause the game and access the journal, where you can view the following tabs. Tap the Touchpad at any time to display the map.



Weapons: Change and upgrade Runic Attacks and pommels for the Leviathan Axe and Blades of Chaos. Select a Runic Summon for Atreus.

Armor: Equip chest armor, wrist armor, waist armor, and a Talisman for Kratos. This is also where you insert Enchantments into the armor. Select armor for Atreus.

Skills: Spend your hard-earned XP on Skills for the Leviathan, shield, Blades, and bow.

Map: A map for each realm you've visited is available here. They're not accurate representations of the environment, but they provide a good idea of where you are with respect to other regions.

Current objectives for the Journey and selected Favor are displayed with matching icons on the map. Locations of Mystic Gateways, docks, shops, and more are displayed once you discover that region. A summary for the highlighted region lists everything you've found, along with the total number available.

Goals: Current objectives for the Journey, Artifacts, Favors, and Labors are listed here. Also find the Treasure Maps currently in your possession.

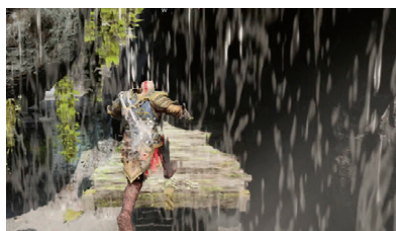
Codex: Lore (Jötunn Shrines, Lore Markers, Rune Reads, Scrolls, Mimir's Tales, Lessons) that you discover along the way is logged under the Lore Tab. As you defeat enemies, entries are added to the Bestiary Tab. At first Atreus notes observations about each type of enemy, but eventually tips are added.

Resources: All resources and special items you gather are listed here. Resources are used at the shops to craft and upgrade your gear. Special items are used during the Journey and while completing Favors and Labors.

GAME MECHANICS

GETTING AROUND

The Circle button (in the default control scheme) is used whenever Kratos must interact with the environment. Hold Circle as you approach a hole in the ground or a small obstacle to automatically jump or hurdle it. The button can also be pressed next to the obstacle for the same result.



A Circle button appears next to a climbable surface when the ability is available. Push the left stick toward the icon, and press the button to ascend, descend, or shimmy across the terrain. You may need to look around a bit to find the next foothold. The icon also appears on the ground when you're able to dismount.

The Witch's Compass

Exiting the Witch's house for the first time adds the Witch's Compass to your screen display.

The red marker on the compass indicates the direction and displays the distance in meters to the next objective.

Leviathan Axe

The Leviathan Axe is good for more than combat. By holding L2, you can aim the axe. Press R1 for a quick axe toss. Use R2 for a harder throw that hits with Frost, capable of freezing the enemy. Attack a frozen foe low on health for a chance to shatter it. This is only possible on smaller enemies that are not Hel-Walkers wearing ice armor:



Look for scratch marks on wooden gates and boards, indicating the object can be moved with an axe toss. This is often necessary to solve a puzzle or find hidden treasure. Throw the axe at hanging Hacksilver containers, Odin's Ravens, and other puzzles such as those involved with unlocking Nornir Chests and gates. Located at many puzzles in the game, a gearwheel can be hit with an axe throw to freeze the contraption in place.

Scorn Poles

When you encounter a poisonous cloud, look around for a Scorn Pole. Walking into the green cloud causes damage to Kratos, but it can be removed by hitting the pole with Leviathan. This freezes the poison and stops it from spewing into the area. Recall the axe, and the poison starts right back up. Be sure you're in a safe zone before getting your weapon back.



Explosive Red Jars

Beware of red jars that sit and hang around the environment. Hit one with fire or any attack, and it explodes, causing Burn damage to anyone caught in the blast. These jars are often found near, or hanging above, rocks that can be cleared with the explosion.

Detonate the jar from a safe distance, and then move in to collect the loot or run through the new opening. These explosives are also found next to Scorn Poles, allowing you to remove the Seiðr magic completely.

Light Arrows and Crystals

During the Journey, Kratos and Atreus search the Ringed Temple in Alfheim for the light. Once found, it's applied to Atreus' bow. This allows him to use light to power crystals, as well as Weaken enemies. Whenever you see a crystal in a torch holder, shoot it with one of Atreus' Light Arrows to illuminate the area. Do the same to crystals in larger stands to activate light bridges or other mechanisms. Sometimes a crystal must be carried to another location, which Kratos is always happy to do. Place the crystal into a base before hitting it with a Light Arrow. Shooting a crystal that is already lit causes an explosion of light, dealing a significant amount of Stun damage.



Shock Arrows and Shatter Crystals

At the top of the Mountain, Kratos and Atreus are introduced to Shatter Crystals and, soon after, Shock Arrows. The combination of the crystal and electricity causes a big explosion. Shatter Crystals are found near red sap barriers or inside Yggdrasil tree roots. Grab a Shatter Crystal from the root and throw it at or near red sap. Aim at the Shatter Crystal and fire a Shock Arrow its way. This detonates the crystal, destroying any nearby roots. This method is used to remove barriers and solve puzzles.



Thamur's Chisel

Kratos collects a piece of Thamur's Chisel during the Journey. It has a particular use for the father and son's adventure, but it also unlocks the magically sealed doors throughout Midgard and Alfheim. Interact with the door to begin the Chisel minigame.

Use the left stick to move the Chisel around the surface and find the binding point; the controller rumbles and the flame grows when you're close to the point. Fine-tune the location until you see a bright white glow at the contact point. Press R2 to strike and break the binding. While some doors open with one point broken, others require more.



Hel's Bramble

Midway through the Journey, Kratos is forced to dig his Blades of Chaos out of storage. The weapon has a wide attack radius and inflicts Burn on susceptible foes. It also burns away Hel's Bramble, which is found throughout Midgard and Helheim. The Bramble typically blocks you from loot, but it can also hold things up. When on the ground, you must hit it three times to set it ablaze and remove the substance. When destroying Hel's Bramble above by aiming, you must hit the Brambles twice.

The Winds of Hel

After defeating the Helheim Bridge Keeper, be on the lookout for ball-shaped devices that glow green—devices you see in a number of places along the Journey. These are wind traps, for a special kind of wind. The trap glows brightly when it holds the Winds of Hel. Otherwise, it sits empty waiting for the winds to be deposited inside.

Aim the Blades of Chaos at the Winds of Hel, and fire to grab ahold of the energy. Next, aim at an empty trap and hit it to transfer the energy into the new location. The Winds of Hel are unstable, so your Blades can retain the green energy for only 10 seconds before it automatically zaps back into the wind trap from which you extracted it. The moment you capture the winds with your blade, a "Winds of Hel Energy" timer appears on the left side of the screen, counting down the seconds from 10.0.



This energy is used to power doors around Midgard and Helheim, revealing valuable loot.

Sometimes it's necessary to transfer the energy between a number of traps before reaching the final destination.

Look and Listen for Hints

Whenever you're unsure where to go, look around for the mysterious yellow markers painted on walls, cliffs, or other surfaces. These usually indicate the critical path forward.



Pay attention to Atreus as you navigate through the world, especially confusing spaces. He points at key features and makes comments that help you determine your next step. Mimir adds his advice as well once he joins the crew.

Further Exploration

As the aforementioned abilities are gained during the Journey, you can return to previously visited locations in order to gather more treasure. Always be on the lookout for Hel's Bramble, Winds of Hel traps, light crystals, and red sap. Remember where you see these obstructions, and return with the necessary tools to find valuable loot.

DWARVEN SHOPS

Almost everywhere you go, you manage to run into one of the Huldra Brothers, Brok or Sindri. They have the ability to craft armor from recipes that are unlocked along the way. Certain items are also available for purchase, while some items you no longer require can be sold for Hacksilver. Once unlocked at the shops, a Resurrection Stone can be purchased, though you can only hold one at a time. New items are constantly being added as you progress through the Journey, complete objectives, and find recipes. Return to the Dwarves often to accrue better gear. Numerous resources found throughout the environment are required to craft and upgrade equipment, so loot every container you find.



THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

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JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Lost Items

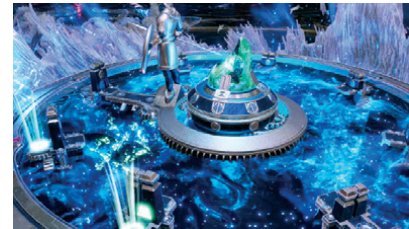
Items left behind on the battlefield appear at Huldra shops under the Lost Items Tab. Hold Square to claim all lost items. Items that may be lost on the battlefield include the following:

ITEM LOST	LOCATION	MINIBOSS/BOSS
Ivaldi's Anvil	River Pass	Brenna Dauði
Frozen Flame	Foothills	Ogre
Wrath of the Wolf	Alfheim	Svartálgj-furr
Symbol of Survival	Alfheim	Svartálgj-furr
Fragmented Heart of Alfheim	Alfheim	Alfheim Stone Ancient
River of Knives	The Mountain	Járn Fótr
Frozen Flame	The Mountain	Járn Fótr
Frost Sigil of Defense	Thamur's Corpse	Ice Ancient
Boar Stampede	Thamur's Corpse	Stonebeard King
Leiptr Alloy	Thamur's Corpse	Magni and Modi
Frozen Flame	Thamur's Corpse	Magni and Modi
Chaos Flame	Helheim	Máttugr Helson
Tartarus Rage	Týr's Vault	Grendel of the Ashes/ Grendel of the Frost
Chaos Flame	Týr's Vault	Grendel of the Ashes/ Grendel of the Frost
Frost Sigil of Focus	The Mountain (return)	Frost Ancient
Chaos Flame	Helheim (escape)	Hel-Traveler
Deadly War Handles	Helheim	Hel-Traveler
Wrath of Artemis	Realm Between Realms	Dauði Munr
Nemean Crush	Lake of Nine (Helheim Tower beach)	Death Eater
Fire Sigil of Focus	Iron Cove	Fire Ancient
Seiðr Sigil of Protection	Ruins of the Ancient	Soul Devourer
Fire Sigil of Might	Veithurgard Pass	Lava Ancient
Vivarium Key Orb	Veithurgard	Dauði Hamarr
Horn of Heimdall	Veithurgard	Dauði Hamarr
Fire Sigil of Protection	Völunder Mines	Soul Eater
Aegir's Protection	Völunder Mines	Elite Repopulation
Seiðr Sigil of Toughness	Fáfnir's Storeroom	Forest Ancient
Shattered Gauntlet of Ages	Northri Stronghold	Traveler
Deadly Grips of Vitality	Konungsgard Stronghold	Hel-Traveler
Seiðr Sigil of Runic	Konungsgard Stronghold	Soul Devourer
Feathers of the Fallen Servant	Thamur's Corpse	Valkyrie Gunnr
Asgardian Steel	Thamur's Corpse	Valkyrie Gunnr
Heart of Vanaheim	Foothills	Valkyrie Geirdriful
Asgardian Steel	Foothills	Valkyrie Geirdriful
Valkyrie's Might	The Mountain	Valkyrie Eir
Eye of the Winged Chosen	The Mountain	Valkyrie Eir
Asgardian Steel	The Mountain	Valkyrie Eir
Talisman of the Realms	Witch's Cave	Valkyrie Kara
Heart of Midgard	Witch's Cave	Valkyrie Kara
Asgardian Steel	Witch's Cave	Valkyrie Kara
Grips of the Valkyrie	Helheim	Valkyrie Rota
Asgard's Shard of Existence	Helheim	Valkyrie Rota
Asgardian Steel	Helheim	Valkyrie Rota
Perfect Asgardian Steel	Helheim	Valkyrie Rota
Waist Guard of the Valkyrie	Alfheim	Valkyrie Olrun
Ivaldi's Corrupted Mind	Alfheim	Valkyrie Olrun
Asgardian Steel	Alfheim	Valkyrie Olrun
Perfect Asgardian Steel	Alfheim	Valkyrie Olrun
Gauntlets of the Valkyrie	Muspelheim	Valkyrie Göndul
Leviathan's Eye	Muspelheim	Valkyrie Göndul
Asgardian Steel	Muspelheim	Valkyrie Göndul
Perfect Asgardian Steel	Muspelheim	Valkyrie Göndul
Chaos Flame	Muspelheim	Valkyrie Göndul
Wing of the Fallen	Niflheim	Valkyrie Hildir

ITEM LOST	LOCATION	MINIBOSS/BOSS
Aesirbane	Niflheim	Valkyrie Hildir
Cuirass of the Valkyrie	Niflheim	Valkyrie Hildir
Heart of the Valkyrie	Niflheim	Valkyrie Hildir
Asgardian Steel	Niflheim	Valkyrie Hildir
Perfect Asgardian Steel	Niflheim	Valkyrie Hildir
Retribution	Council of Valkyries	Valkyrie Queen Sigrun
Njörd's Temporal Stone	Council of Valkyries	Valkyrie Queen Sigrun
Asgardian Steel x12	Council of Valkyries	Valkyrie Queen Sigrun
Perfect Asgardian Steel x6	Council of Valkyries	Valkyrie Queen Sigrun

REALM TRAVEL ROOM

After arriving at an impasse while attempting to reach the Mountain, you're introduced to the Realm Travel Room inside Týr's Temple. With the required travel rune, you can use the table in the middle of the room to travel to four other realms.



REALMS AVAILABLE FOR TRAVEL

REALM	WHEN FIRST AVAILABLE
Alfheim	During the Journey: "A Realm Beyond"
Helheim	During the Journey: "The Sickness"
Muspelheim	Complete Favor: "Realm of Fire"
Niflheim	Complete Favor: "Realm of Fog"

MYSTIC GATEWAYS

After you meet up with Brok at Týr's Temple, Mystic Gateways become available to allow you to quickly return to Brok's shop. Later in the game, Brok improves the travel system so that you can travel between any two gateways. Note that you must discover the gateway before it can be used.



Approach a Mystic Gateway and press the Circle button to bring up a map with all available gateways listed. You can only select Brok's shop in the temple prior to Brok's upgrade to the system; otherwise, select the desired destination. This takes you into the Yggdrasil tree. You can walk around the path, or stand and wait while listening to the banter. Once the destination loads, a bright door appears ahead. Interacting with it sends you to the Mystic Gateway at the new location. Note that you can only use gateways in the realm you're currently in; you cannot travel between realms using the gateways.

A Mystic Gateway is available on the lower level of every Hidden Chamber, next to the elevator. If you unlock and enter one of these chambers, but don't plan on fighting the Valkyrie or Realm Tear, you should at least discover the gateway. This provides an easier return point when you're ready to take on the challenges. An additional perk to using a Mystic Gateway is that interacting with one restores Kratos to full health.

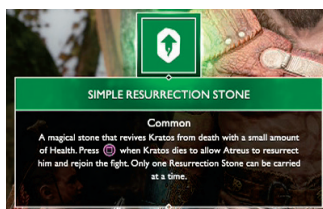
KRATOS' HEALTH

The Norse lands are dangerous, with deadly traps and brutal enemies. Keep an eye on Kratos' health, represented by the green bar near the bottom of the screen. As Kratos takes damage, this meter depletes until he's defeated.

Loot Iðunn Apples from Nornir Chests; your maximum health increases with every three apples collected. There are nine Iðunn Apples in all, for a total of three upgrades.

Resurrection Stones

Resurrection Stones allow Atreus to revive Kratos when he falls in battle, but only one can be carried at any given time. They can be purchased and sold at Brok's and Sindri's shops. There are three types, which revive Kratos to different levels of health and rage. To use a Resurrection Stone, press Square when prompted after Kratos goes down. There's limited time to perform the action, so be ready. It's not necessary to use up your Resurrection Stone, so decide whether the death is worth the price of the item.



RESURRECTION STONE	PURCHASE COST (HS)	SELL PRICE (HS)	DESCRIPTION	AVAILABILITY
Simple Resurrection Stone	2500	500	Revives Kratos with a medium amount of health.	Reach Brok's shop at Lake of Nine for the first time.
Superior Resurrection Stone	5000	1000	Revives Kratos with a large amount of health.	Reach the Mountain Summit for the first time.
Berserker's Resurrection Stone	10,000	1500	Revives Kratos with full rage and a small amount of health.	Retrieve the Blades of Chaos.

SPARTAN RAGE

The orange bar below the health meter indicates Kratos' Spartan Rage. As Kratos takes damage, the meter builds. Once it's full, click L3 + R3 to activate Spartan Rage. In this state, Kratos' attack power is increased with unique melee attacks. See "Using Spartan Rage" later in this chapter for more information.

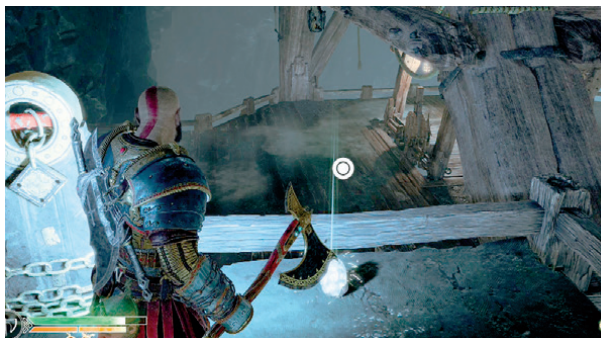
Collect Horns of Blood Mead from Nornir Chests to increase maximum rage. Three horns provide a boost to rage, with a total of nine horns for three upgrades in all. These three upgrades add a second segment to the rage bar. You can unleash Spartan Rage as soon as the left segment is full, or wait for a longer period of rage.

EARNING XP

XP is earned by killing enemies, completing objectives, and discovering Lore and valuable items. Use XP to purchase Skills for the axe, Blades, shield, and bow. It can also be used to upgrade Runic Attacks and Summons. The three weapons must be upgraded to gain access to all Skills. Refer to the **Equipment** chapter for more information on all available Skills and attacks.

RUNESTONES

Look out for Runestones found lying around the environment and dropped by enemies. Green stones (health stones) replenish Kratos' health, orange stones add rage, while white stones grant a small amount of XP. A special Runestone cycles through all three colors; wait for the desired bonus before picking it up. Note that Kratos stomps a Runestone in order to gain the effect, which staggers weaker enemies who stand nearby.



VALUABLE LOOT

A plethora of items is available from containers found throughout the Norse lands. In addition to items found lying on the ground, valuable loot is also discovered inside common chests, coffins, Legendary Chests, Cipher Chests, and Nornir Chests. Interact with each one to gather the contents.



CONTAINER	CONTENTS
Urn, Corpse, Bucket	Hacksilver
Chest	Hacksilver
Coffin	Resources and/or armor
Legendary Chest	Unique Talisman, Unique Enchantment, or Runic Attack
Cipher Chest	Muspelheim Language Cipher or Nifheim Language Cipher (random Enchantment under certain circumstances)
Nornir Chest	Iðunn Apple or Horn of Blood Mead (random Enchantment under certain circumstances)

UNLOCK NORNIR CHESTS

Every Nornir Chest is sealed by three runes. You must find and deactivate all three runes in order to loot the chest. Somewhere, typically in the immediate area, the same three runes are found on either breakable objects or bells. If the former, break the seals that protect the runes; time isn't an issue. These runes are usually found out of reach of melee attacks, requiring an axe throw to get them.



When the runes are on bells, you must ring all three within a short time limit. Each bell resets with its own timer; lighting back up to signify it's once again activated.

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Once all three runes are deactivated, signified by going dark on the chest, the Iðunn Apple or Horn of Blood Mead can be collected. If you've collected all nine apples or horns, a random Enchantment is given instead. A total of 21 Nornir Chests can be found throughout the realms of Midgard, Alfheim, and Helheim—I I can hold Iðunn Apples and 10 have Horns of Blood Mead. Nornir Chests are also found in Niflheim, but they always provide an Epic Niflheim Enchantment.

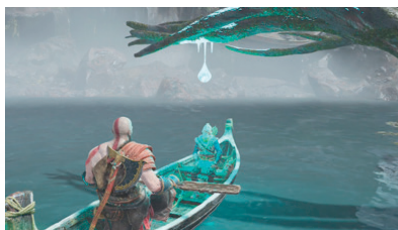
There are a variety of setups for these Nornir Chests, and they're all covered in the appropriate chapter. If found during the Journey, refer to **The Journey** chapter for solutions. Nornir Chests found during Favors or around the Lake of Nine are covered within the **Favors** or **Lake Exploration** chapter; respectively.

RESOURCES

Hacksilver is the most common resource in the game. You earn it for most everything you do in the game and can find it throughout the environment. It's required for most purchases at the shops. There are many more resources required for crafting/upgrading equipment and upgrading Kratos. It's well worth the time to search every nook and cranny and complete extracurricular activities; the best gear requires a whole lot of resources. All of the available resources are listed at the end of the **Equipment** chapter, along with how to obtain each one.

Yggdrasil's Dew

Yggdrasil's Dew is a powerful Epic Resource that permanently boosts one of Kratos' Stats by 2. White bulbs hang from trees around the perimeter of Lake of Nine, and along the inlet that flows into Lake of Light in Alfheim. After the boat slows under the white bulb, Atreus plucks the resource, which automatically provides the Stat boost.

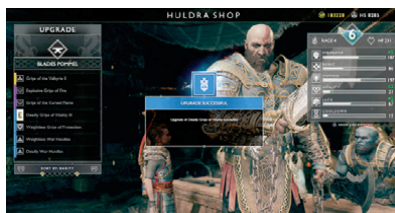


Hanging Resources

Keep an eye out for buckets and tendrils hanging from ceilings. Toss Leviathan at the breakable disc or tendrils to send the Hacksilver crashing down, where it can be collected off the ground.

POWER LEVEL

Kratos' Power Level is the sum value of all equipped items, weighted differently by slot and tier. For the most part, the biggest factors throughout the game are armor pieces and, later, Enchantments. The full list is as follows:



- ✦ Chest Armor
- ✦ Wrist Armor
- ✦ Waist Armor
- ✦ Axe Upgrade
- ✦ Blade Upgrade
- ✦ Axe Pommel
- ✦ Blade Pommel
- ✦ Talismans
- ✦ Enchantments

It is of vital importance to increase Kratos' Power Level as frequently as possible because it's the single greatest factor in determining your general effectiveness in combat against any enemy.

Early on, because Kratos doesn't have access to Blade Pommel/Upgrades, or many Enchantment slots, armor makes up a good 85 percent of the Power Level. This is why, for example, equipping all Level 1 or 2 armor places Kratos almost exactly at a Power Level of 1 or 2.

As the game progresses and new slots or enchantment options become available, it will become increasingly more difficult to reach the next Power Level. Early on, for example, you may only need a few pieces of armor to reach Power Level 2 or 3. However reaching level 6, for example, requires numerous enchantments, pommels, and Blade and Axe upgrades, in addition to your armor.

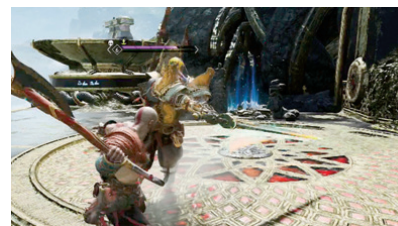
The highest achievable level is Power Level 8, but there's a buffer room based on Enchantment slots/endgame item selection that can potentially put players to about Power Level 8.5.

Enemy Power Level

Paralleling Kratos, every enemy has their own Power Level displayed just to the left of their health bar: Kratos can usually handle enemies that are within 1-2 levels of his own with relative ease. However, enemies that are 3 levels above Kratos (indicated by a purple health bar) will be considerably more difficult. Enemies that are greater than 3 levels above Kratos (indicated by both a Skull icon and purple health bar) should be considered extremely dangerous.

We recommend avoiding or retreating from enemies with a Skull if possible, and returning later with more powerful gear.

Enemies with a higher Power Level than Kratos are harder to stagger, launch, and Stun.



The color of the enemy's health bar shows a quick indication of how that enemy compares to Kratos.

COLORS

ENEMY HEALTH BAR COLOR	POWER LEVEL RELATION
Light Green	Kratos > Enemy by 2+
Dark Green	Kratos > Enemy by 1
Yellow	Kratos = Enemy
Orange	Kratos < Enemy by 1
Purple	Kratos < Enemy by 2
Skull	Kratos < Enemy by 3+ (Enemies like this should be avoided or approached with extreme caution.)

What Is Affected by Power Level

Rage Damage: Kratos' rage damage is based on his Power Level versus the enemy, and not affected by armor.

Enemy Resilience to Interruptions: The difference in Kratos' and the enemy's Power Level affects whether or not an enemy will play certain reactions, or absorb reactions entirely.

Frost/Burn/Weaken/Shock/Stun Status

Damage: Base status damage increases or decreases primarily based on Power Level, but Enchantments and Skill tree purchases are factored in as well. For example, the amount of Frost damage applied during Permafrost will change based on your Power Level vs. the enemy.

Enemy Attack Potency As It Relates to Block/

Block Break/Unblockable: Enemy attacks range from completely blockable, to block break (yellow flash), to unblockable (red flash) based on their Power Level. The attack itself has an initial potency value associated with it; Power Level increases or decreases the value. For example, an enemy attack that's normally blockable when equal to Kratos' level may become a block break when the enemy is one level above, and unblockable when two levels above.

Atreus' Damage: Enemies with higher Power Levels may take less damage from Atreus' Runic Summons and arrows.

COMBAT

Movement

Quick Dodge: Pressing X with any directional input causes Kratos to sidestep in the desired direction. This can be used during and immediately after most attacks to cancel the attack animation and keep Kratos moving around the arena to avoid incoming attacks. Quick dodge also has a large window where Kratos is completely invincible to enemy attacks. To achieve this, perform a quick dodge immediately before an enemy attack lands (timing can be strict depending on which enemy is encountered).

Dodge Roll: Double-tap the X button with any directional input. This is your basic defensive maneuver and Kratos' main tool for controlling space. It covers greater distance than the quick dodge, but lacks the invincibility and has longer recovery. Follow-up attacks can be buffered while rolling so that they occur immediately after the roll is complete. Use this with evade Skills to close a gap faster or put more distance between Kratos and an enemy.



Targeting

Tap R3 to focus on your current target. This keeps Kratos looking at the selected target, indicated by the diamond icon. Use the right stick to change your current target.

Block Break and Unblockable Attacks

A red or yellow flash when an enemy attacks indicates that it cannot be readily blocked. Attempt to block these moves, and Kratos can become staggered. A yellow flash (block break) can only be parried with a just-time block. The attack will break through normal blocks but will not deal damage. A red flash indicates an attack which cannot be parried or blocked. The attack will break through and do damage. Kratos should evade an attack that flashes red. This is scaled based on Power Level.

An enemy attack that flashes red when Kratos is equal in Power Level may become a yellow flash when Kratos is above the enemy in Power Level.

Use the Environment

Look for ledges where you can knock weaker enemies to their doom. The Spartan Kick (R2 when bare-handed) is great for sending a foe over the side. Note that you cannot knock a stunned enemy over the edge, or a foe that Atreus is currently grappling with.



Pin Enemies to Walls

Use a heavy axe throw on an enemy standing or flying near a wall to pin it against the wall. This only works against smaller foes. Get in the habit of using this Skill early on in the game in order to achieve the "Against the Wall" Labor: It becomes tougher to perform against higher-level enemies. This only works on airborne enemies on the Give Me God of War difficulty.

Executioner's Cleave

With the Executioner's Cleave Skill, hold R2 to perform a brutal finishing attack on an enemy. The maneuver takes time to perform, so only use when safe to do so. A final enemy being held by Atreus or stunned is the best candidate. The "Reaper" Labor rewards XP after certain numbers of enemies are hit with this Skill. However, this attack doesn't have to be a finisher. It is the largest non-rage/non-runic source of damage to a single enemy, and is very useful during battle.

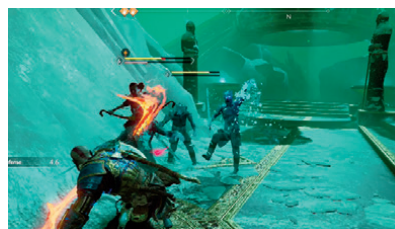


Shatter Enemies

Freeze enemies by throwing your axe at them with R2, then attack them when frozen. This freezes their Stun bars as well. Frozen enemies can be hit with a heavy attack (i.e. kicked) into other enemies to apply Frost damage, into a wall for big damage, or off a ledge for a quick kill. This only works on enemies that can be shattered. Typically this refers to foes smaller than a Wolverine, but not Hel-Walkers with ice armor. Shatter enemies to earn the "Shatterer" Labor.

Momentum

The Permafrost and Immolation Skills for the Leviathan Axe and Blades of Chaos, respectively, provide a boost to attacks once "momentum" is achieved. Kratos builds momentum by landing continuous attacks on enemies without being interrupted. It's lost once Kratos is hit or after not attacking for a short time. This applies to any axe/Blades hit, so momentum can be gained/sustained even from special attacks or Skills. Momentum also affects Frost/Burn damage as well as increases all regular damage by a small percentage.



A high-momentum bonus with the axe means Frost damage stacks on the enemy, ultimately slowing it and making combat much more manageable. This is a vital tactic against larger and quick-moving enemies (e.g., Wolverine, Ogre). Momentum is also affected by the Runic Stat, since Frost damage is influenced by Runic. A combination of Runic- and Strength-boosting equipment is one of the best ways to take full advantage of the momentum system.

Stats and Gear Specialization

STAT	DESCRIPTION
Strength	Influences all sources of physical damage output (melee and ranged).
Runic	Influences weapon Runic Attack and Frost/Burn damage.
Defense	Reduces all damage taken.
Vitality	Influences maximum health and reduces Kratos' reactions to enemy attacks.
Luck	Increases Perk (Talismans and Enchantments) activation chance. Increases XP and Hacksilver gains.
Cooldown	Reduces recharge time of Runic Attacks, Runic Summons, and Talisman Abilities.

Stats govern how a player should equip Kratos (Atreus has no Stats and is only affected by Cooldown Stats for his Runic Summons). Depending on the area or encounter you find yourself in, properly equip yourself in order to survive the dangers of the world. Ideally, you should choose gear that complements your style of play, or that counters a specific enemy type. If you're an offensive player, equip and upgrade gear that boosts Strength and provides offensive bonuses. Talismans and pommels are vital sources of utility and should be explored in order to customize gear to fit your chosen playstyle. A few examples of specialized loadouts:

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“BERSERKER”

⚔ Strength Armor Set (Power Level 1, 3, and 5)

⚔ Axe w/ Blessing of Frost

⚔ Blades w/ Rampage of the Furies and Hyperion Slam

⚔ Talisman—Talisman of Eternal Fury

⚔ Axe Pommel—Deadly Grip of Fury

⚔ Atreus w/ Fighter Tunic, Upgraded Light Arrows, Runic Summon—Wrath of the Wolf

The glass cannon build. Provides pure damage at the cost of defense and survivability. Talisman and pommel combination ensures rage is gained quickly and can be sustained for an extended period of time, so long as there are enemies around to kill.

“JUGGERNAUT”

⚔ Tough Armor Set (Tiers 2, 4, and 6)

⚔ Axe w/ Charge of the White Bear, Breath of Thamur

⚔ Blades w/ Nemean Crush, Gift of Apollo

⚔ Talisman—Horn of Heimdall

⚔ Axe Pommel—Light Grip of Protection

⚔ Atreus w/ Runic Vestment, Upgraded Shock Arrows, Runic Summon—Storm of the Elks

Excellent defensive capabilities combined with survivability and area of effect (AoE). Damage output suffers, but at the higher tiers this build allows you to block just about any attack effectively while at the same time building energy for the Talisman's active ability.

“DEVASTATOR”

⚔ Runeweaver Armor Set (Tiers 2, 4, and 6)

⚔ Axe w/ Njörd's Tempest, Mists of Helheim (focus on keeping momentum)

⚔ Blades w/ Blast of Hephaestus, Prometheus Flame

⚔ Talisman—Talisman of Unbound Potential

⚔ Axe Pommel—Ymir's Breath

⚔ Atreus w/ Sharpshooter Garb, Upgraded Shock Arrows, Runic Summon—Boar Stampede

Provides impressive damage per second, area of effect, and Frost damage debuff utility. With short cooldown specials used in conjunction with the Talisman's active ability and the pommel to assist in keeping Frost damage building, this build can tear through the toughest encounters with relative ease.

Vulnerable Enemy States

Kratos and Atreus can force enemies into various states during combat that can turn the tides of battle or be capitalized on for maximum damage. Most of these are only applicable to smaller enemies like Draugr, Hel-Walkers, and Dark Elves.

Stun: An enemy's Stun meter can be filled with any attack (axe, Blades, bare-handed, Atreus' arrows, Runic Attacks, shield hits, friendly fire).



Once the meter is filled completely, an enemy enters a Weakened state and can be interacted with by approaching and pressing R3. The amount of Stun applied on an attack varies, but using bare-handed attacks and Atreus' arrows are the simplest options to fill an enemy's Stun meter. Large amounts of Stun can be applied to enemies that are prone; airborne; wall-stunned; wall-bounced; or receiving attacks from behind, Runic Attacks, or any attack that causes a “fly-back” (i.e., the final R1 attack in a basic combo).

Spin: A well-placed light axe throw to an enemy's head can cause the foe to spin around, exposing its back to Kratos. This can be done to smaller common enemies such as Draugr, Hel-Walkers, and Dark Elves—even if they're at a higher Power Level than Kratos. Specials such as Hel's Touch can also place enemies in a spin state.

Trip: Aiming a light axe throw at an enemy's legs can trip it and leave it in a prone state. Similar to the spin state, this can only be done to smaller bipeds. This is less effective if the enemy is at a higher Power Level. It's a great tool to use against blocking or shielded enemies.



Wall Stun: Staggering an enemy into a wall places it in a wall Stun. During this state the enemy takes increased damage, and each hit doubles the Stun amount. The basic R1 combo for each weapon, light shield-parry attacks, and Spartan Kicks (R2 while bare-handed) are easy ways to force enemies into this state. Larger enemies such as the Heavy Draugr can only be wall-stunned for a brief moment.

Wall Bounce: Any attack that makes an enemy fly back will cause a wall bounce if the enemy is knocked into a wall. This places the enemy in a rag-doll state and leaves it prone on the ground for a brief moment. It also applies an incredible amount of Stun, filling about 85 percent of the Stun meter. The final R1 attack of the axe and bare-handed basic combos, light shield-parry attacks, and Njörd's Tempest special are simple ways to cause a wall bounce.

Ground Bounce and OTG (Off the Ground): An airborne enemy can be bounced off the ground, becoming airborne again, if you launch it with an R2 heavy axe attack and smash it back down with a second R2 input. This can also be done with the Blades by launching an enemy and using the “blade toss” (L2 + R1) while the enemy is airborne. An enemy can also be lifted off the ground by certain attacks. Down an enemy and use Frost Rush with the axe (sprint + R1), or Rising Fury with the Blades. This lifts the enemy off the ground from a prone state and makes it airborne.

While subtle, these methods can be used to extend combos and pack on tons of damage.

Enemy Debuffs

Frost: Axe attacks that deal Frost damage build and fill an enemy's Frost meter. Once the meter is filled, an enemy becomes frosted over, causing all movements to slow and making them more susceptible to hit reactions. Enemies will not evade or block while in this state. Additionally, some attacks, like the axe throw and a few Runic Attacks, can completely freeze an enemy. In this state, it's defenseless and can be shattered after a few attacks or if knocked back into a wall. Hel-Walkers wearing ice armor are immune to Frost damage.

Burn: Blade attacks that deal Burn damage build and fill an enemy's Burn meter. Once the meter is filled, an enemy is set ablaze, taking damage over time. It also will periodically burst, causing a reaction on the enemy that interrupts its attacks. Draugr are resistant to Burn damage.



Weaken: Atreus' Light Arrows can cause an enemy to become Weakened. Once an enemy is Weakened, it takes increased damage and reactions (staggered easier, launched easier, etc.) and deals less damage for the duration of the debuff. This is an invaluable tool at higher-level/endgame-level encounters. Strengthened this ability by upgrading the Light Arrow portion of Atreus' Skill tree.

Shock: Atreus' Shock Arrows can briefly paralyze an enemy. After the Shock meter is filled, an enemy freezes in place and sends out bolts of "chain lightning," which can arc to other enemies in a small radius. Additionally, if a smaller enemy is struck with a Shock Arrow while airborne, it becomes suspended in the air for a brief duration. This allows Kratos to string together unique aerial combos for massive damage. Gain and strengthen these abilities by upgrading the Shock Arrow portion of Atreus' Skill tree.

ENEMY REPOPULATION

Enemies repopulate many areas of Midgard, as well as Alfheim and Helheim, once the area has been completed. Not all fight spaces repopulate, only a select few. Repopulation occurs once the particular level has been completed and returned to after a certain amount of time (30+ minutes minimum). Areas continue to repopulate at certain intervals when the player returns to them. Use this repopulation to grind for resources and complete Labors.



LOCATION	ENEMY REPOPULATION
Wildwoods	Draugr, Hel-Reaver
River Pass	Draugr, Revenants, Nightmares, Reavers, Wolves, Soul Devourer
Alfheim	Dark Elves, Draugr
The Mountain	Wolves
Northern Dock (Thamur's Corpse)	Wulver, Hel-Reaver
Helheim	Hel-Reaver, Hel-Broods, Ice Nightmares
Mason's Channel	Tatzelwurms
Veithurgard	Draugr
Völunder Mines	Draugr, Nightmares, Revenants
Landsuther Mines	Nightmares, Tatzelwurms, Dark Elves
Fáfnir's Storeroom	Draugr
Northri Stronghold	Reavers, Revenants
Konungsgard Stronghold	Reavers, Tatzelwurms
Fáfnir Dragon Area (north of Alfheim Tower beach)	Viken, Reavers
Buri's Storeroom	Draugr, Traveler
Cliffs of the Raven	Dark Elves
Forgotten Caverns	Wolves
Isle of Death	Revenants
Iron Cove	Wulver
Light Elf Outpost	Hel-Reavers
Lookout Tower	Nightmares
Stone Falls	Tatzelwurms

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ELITE ENEMIES

Elite enemies are tougher versions of the standard foes, indicated by a streaky purple glow in their eyes. Mostly seen in Realm Tears, Muspelheim, Niflheim, and the highest difficulty, they may also be found in tougher areas. Not only do these enemies tend to be tougher and faster than usual, they also react differently. For example, while standard Draugr can be tripped and launched, elite Draugr cannot very easily have this done to them.

In the highest difficulty, enemies can turn elite, based on specific rules. This forces you to deal with enemies quickly to keep this from happening.

ELITE ENEMY ATTRIBUTES

- Harder to fly-back and ring out with rage
- Highly resistant to Atreus' Stun from Light Arrows
- Take less damage from Atreus' arrows
- Deliver much more status damage
- Behavior adjustment specific to type of enemy
- Cannot be rung out from basic attacks
- Cannot be frozen for long
- General increase in resistance to reactions

ELITE ENEMY ATTRIBUTES ON GIVE ME GOD OF WAR DIFFICULTY

⚔ All above elite attributes

⚔ Very aggressive

ELITE ENEMY ATTRIBUTES FOR THOSE THAT HAVE TURNED (GIVE ME GOD OF WAR DIFFICULTY)

⚔ Power Level enhanced

⚔ Enhanced damage and defense that represents Power Level increase

⚔ Take less damage from rage attacks

RULES FOR TURNING ELITE

⚔ Enemies already spawned as elite do not turn again

⚔ Most enemies can turn elite at 80 percent health and below (can be interrupted)

⚔ Weaker foes, such as Wolves, Tatzelwurms, and ranged enemies, can turn elite instantly one at a time (cannot be interrupted)

⚔ Reaver Seiðr explosions turn nearby enemies elite

⚔ Some Ogres and Valkyries turn elite automatically at low health (cannot be interrupted)

⚔ Nightmares, Trolls, and Ancients do not turn elite

THE ENEMY HORDES

We've covered strategies for every enemy you face throughout the guide. However, for additional information, please see your free eGuide for an expanded section covering all the enemies in one place!

RESISTANCE AND IMPACT

Resistance is a secret Stat that enemies possess. It determines how resistant they are to reaction. Large enemies, enemies with higher Power Levels than Kratos, and elite enemies usually have higher Resistance. Atreus grappling an enemy lowers its Resistance.

Impact is a secret Stat that controls whether or not Kratos breaks through an enemy's Resistance to make it react. Certain attacks, such as many purchased Skills and finishing attacks, have higher Impact.

⚔ The Frost and Weaken debuffs on enemies lower their Resistance

⚔ Gifts of Strength in certain Perks increase Kratos' Impact

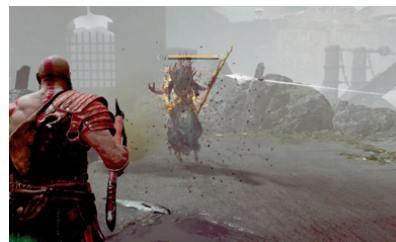
⚔ Permafrost and Immolation increase Kratos' Impact when active

⚔ By stacking Kratos' Impact and lowering the Resistance of enemies, many large foes can be interrupted easily

USING ATREUS

At first, Atreus is simply a companion, but it doesn't take long for him to join his father in battle with his Talon Bow. When you press the Square button, Atreus fires arrows at your current target. Hold L2 and press Square to instruct him to fire at a specific enemy. Repeated arrow shots can Stun lesser enemies, letting Kratos rush in to finish them off with his fearsome Stun grab attack.

Against tougher foes like minibosses, Atreus' arrow strikes have less physical effect. However, they distract the monster, pulling its attention away from Kratos.



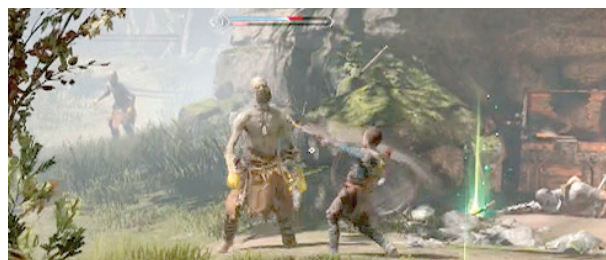
This gives you a chance to escape a tight spot, find and consume a health item, or launch a combo or heavy attack unmolested by your distracted foe. Arrow hits also register on the enemy's Stun meter.

Atreus starts with a max of three arrows in his quiver. The current number of arrows available is displayed in the lower-right corner of the screen. The moment you shoot an arrow, the arrow meter begins to "recharge." Each time the meter fills up, your arrow count increases by one; this recharging repeats until you hit your current maximum number of arrows.

Note that if you empty your quiver—that is, let your arrow count drop all the way to zero—Atreus cannot fire again until the arrow count returns to one. Whenever Atreus cannot shoot arrows, the background of the Archer icon next to the diamond is red.

During the Journey, Atreus gains the ability to fire Light and Shock Arrows. In addition to stunning the enemy, Light Arrows Weaken, while Shock Arrows hit with the Shock status effect. These effects can be improved by purchasing Skills for the Talon Bow. Toggle between Light and Shock Arrows instantly by using the up/down arrows on your controller's D-pad. Note that the arrow icon in the lower-right corner displays which type of arrow is currently equipped.

After exiting Brok's shop at Týr's Temple for the first time, Atreus' confidence in combat increases and his advanced combat Skills kick in. At that point, he attacks enemies when he sees an opening. Upgrade these Skills at the Skills Tab.



Atreus can be knocked unconscious, requiring Kratos to come to his aid. Press Square when near Atreus to get him back in the fight. If ignored long enough, Atreus comes to automatically.

Atreus Combat Moves

Atreus has various moves that he can automatically perform to aid Kratos in combat. While these may seem random, they can be used regularly if the conditions are met to trigger them. Most of these only apply to Draugr, Hel-Walkers, and Dark Elves.

Grapple: Staggering an enemy with attacks while Atreus is behind it causes him to mount the enemy, leaving it temporarily defenseless. Pressing Square while an enemy is grappled causes Atreus to leap off and fire whichever arrow type is currently equipped. If an enemy is launched while being grappled, Atreus flips with it and then kicks it down, causing a ground bounce (requires the Acrobatics Skill). If an enemy is knocked back while being grappled, Atreus holds on to the enemy and then kicks it away. This can be useful for knocking enemies into pits. Even better, if near a wall, Atreus kicks the enemy into the wall, briefly pinning it in place (requires the Acrobatics Skill).

Grappling can be difficult to sync with enemies at a higher level, since most basic attacks don't stagger them.

Bow Sweep: Blocking or parrying an enemy's attack while Atreus is close by causes him to run over and sweep the enemy off its feet with his bow. This deals a moderate amount of Stun.

Overhead Smash: After Kratos trips an enemy with a light axe throw, if Atreus is nearby, he runs over and delivers a follow-up overhead attack that deals a moderate amount of Stun.

Shoulder Charge: If Kratos is attacked from an unseen enemy (out of the player's view), Atreus rushes to intercept or follow up with a shoulder charge that deals a large amount of Stun.

Bow Launcher: Knock an enemy away (any attack that causes a fly-back) in Atreus' direction, and he launches it back up in the air, allowing Kratos to follow up and continue the combo.

Wall-Stun Follow-up: If an enemy is wall-stunned near Atreus, he can attempt to keep it in that state with follow-up arrow attacks.

Ogre Grapple: If Atreus gets behind an attacking Ogre, he climbs up and mounts it. This momentarily enrages the foe, causing it to slam the ground and deal damage to any enemies nearby.

Atreus' Defensive Moves

Atreus also possesses a few defensive moves that assist Kratos in battle.

Dropkick: If Atreus is being attacked, he can interrupt the attack with a dropkick that deals a moderate amount of Stun and briefly staggers the enemy. Following that up with an axe-throw trip or headshot is a good way to focus on multiple enemies during an encounter.

Bow Melee and Arrow Juggle: If an enemy gets too close to Atreus, he can hit it away with a melee combo, dealing damage and Stun. If Atreus launches the foe, he can follow up with a flashy air-juggle arrow combo.

Quick Evade: Atreus can perform a quick side roll while firing an arrow if an enemy attempts to attack him.

USING SPARTAN RAGE

Spartan Rage is a berserker-type fury that can be activated when your on-screen rage meter (the orange-filled bar underneath your health bar) is completely full. If Spartan Rage is available, you see an on-screen notification with the simple activation instructions: L3 + R3.

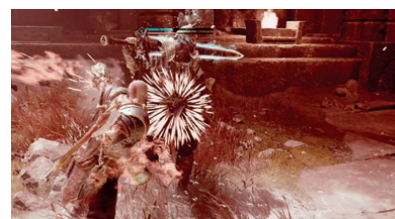
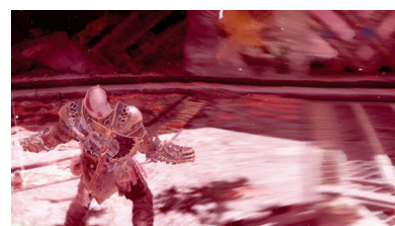
When enraged, Kratos becomes invulnerable and gains considerable strength and speed for the full duration of the state. Early on, his attacks are limited to bare-handed moves, but they're quite powerful and deadly. Later in the game, you can acquire Skills that expand your repertoire of Spartan Rage attacks. Spartan Rage also clears all Status Effects.

Once Spartan Rage is triggered, the rage meter (the orange bar) starts dropping; Kratos' fury ends when the meter is fully drained. If you finish off all your foes before the meter is drained, you can click L3 + R3 to toggle off Spartan Rage. This way you can avoid having to refill the bar from scratch. There's a small penalty for toggling off, however.

The rage meter gets refilled in small bursts whenever Kratos inflicts or takes damage. Bigger surges of replenishment come from grabbing rage pickups, the glowing orange items dropped by certain slain foes or, in some instances, found on the ground.

Save Rage Mode for when health is low. Every hit in Rage Mode restores a small amount of health. A Stun grab pauses the Rage Mode meter, so use whenever available to conserve the rage. Note that Ancients are impervious to attack; this includes Rage Mode attacks. Your flurry of punches quickly fills the Ancient's Stun meter; though, allowing you to inflict massive damage with a Stun grab.

A good tactic is to also use Spartan Rage to herd enemies together before blasting them all away with a heavy attack. This is especially effective for ringing out enemies where possible. You can also use powerful attacks while in Spartan Rage to hit enemies into each other for maximum Stun and damage output.



UPGRADING KRATOS AND ATREUS

Kratos' equipment consists of three pieces of armor (chest, wrist, and waist), a Talisman, the Guardian Shield, and his weapon (Leviathan Axe and Blades of Chaos). Atreus wears one piece of armor and fights with his Talon Bow. All of this can be improved; upgrade all three weapons, equip Runic Attacks, spend XP on powerful Skills, and craft new armor with resources discovered along the way. The **Equipment and Skills** chapter provides details for every upgrade available.



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WEAPON UPGRADES

WEAPON	HOW TO UPGRADE	NUMBER OF UPGRADES
Leviathan Axe	Return Frozen Flames to Brok or Sindri	5
Blades of Chaos	Return Chaos Flames to Brok or Sindri	4
Talon Bow	Spend Hacksilver and Svartalfheim Steel at a Huldra shop	5

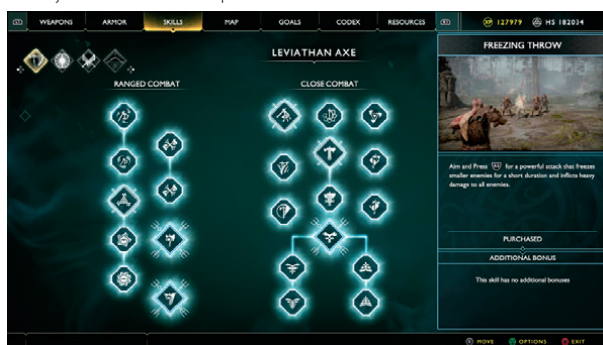
RUNIC ATTACKS AND SUMMONS

Special abilities are available for the axe, Blades, and bow. Kratos can equip a Light and Heavy Runic Attack on each of his weapons, while Atreus has a Runic Summon that may be used in and out of combat. Hold L1 + R1 to perform the Light Runic Attack and L1 + R2 for the Heavy. Hold Square, and Atreus sends out his Runic Summon. All specials require a cooldown time before they can be used again. Increase Kratos' Runic and Cooldown Stats to improve the effectiveness of the abilities.



SKILLS

Passive and active Skills are available for the Leviathan Axe, Blades of Chaos, Guardian Shield, Talon Bow, and Rage Mode. The three weapons (but not the Guardian Shield) must be upgraded to unlock all of the Skills. Spend XP at the journal's Skills Tab to purchase Skills.



A number of Skills offer a bonus when a specified Stat reaches a certain level. The highest of these levels require fairly specific gear to achieve, though they can all be tweaked with Enchantments. Sort by the desired Stat to find those with the most. Besides Vitality, the following setups get you close enough to the required Stat that you only need to use a few Enchantments to reach the desired level. Reaching a Vitality of 225 is difficult and requires numerous Enchantments with Vitality. It may be better to switch out the Talisman with the Shattered Gauntlet of Ages III and equip three more Vitality Enchantments if available.

SUGGESTED EQUIPMENT TO REACH REQUIRED STATS

REQUIRED STAT	HIGHEST REQUIREMENT	USE THIS EQUIPMENT
Cooldown	125	Blazing Magma Pauldrons/Wrappings/War Belt Axe Pommel—Retribution Blades Pommels—Grips of the Valkyrie, Precision or Deadly Recovery Handles Talisman—Talisman of The Realms
Defense	300	Breastplate/Gauntlets/War Belt of Fallen Ash Axe Pommel—Blightbringer Blades Pommels—Blightguard Talisman—Talisman of Cursed Power

REQUIRED STAT	HIGHEST REQUIREMENT	USE THIS EQUIPMENT
Runic	250	Ivaldi's Spaulders/Bracers/War Belt of Cursed Mist III Axe Pommel—Surt's Grip of Flame Blades Pommels—Grips of the Cursed Flame Talisman—The Charm of Infinite Storms Fully Upgraded Blades of Chaos
Vitality	225	Ivaldi's Cuirass/Gauntlets/War Belt of Endless Mist Axe Pommel—Mistbourne Blades Pommels—Grips of the Forgotten Flame Talisman—Hvergelmir Stone III (18 Vitality)

Our **Equipment and Skills** chapter lists every Skill available, along with requirements and XP cost for each one.

POMMELS FOR THE AXE AND BLADES

Equip pommels on the Leviathan Axe and Blades of Chaos for increased Stats and a unique Perk. The Perk is activated at varying rates after a specific combat action. Upgrading pommels at a shop increases the Stats. Check out our full listing of available pommels in the **Equipment** chapter.



ARMOR FOR KRATOS AND ATREUS

Kratos is protected by three pieces of armor: chest, wrists, and waist. All armor provides Kratos with boosts in Stats, while higher-level armor offers some kind of bonus such as health regeneration or a buff.

At first Kratos is equipped with the most basic armor; but as you progress through the Journey, new armor sets become available at Huldra shops. As you discover new locations, loot containers, and complete optional content, stronger armor is unlocked. Once available at a shop, the armor can be crafted when you spend resources gathered throughout the realms.



Nearly all armor includes slots called Enchantment Sockets, where Enchantments are inserted for Stat boosts and bonus Perks. Enchantments are found in containers, dropped by enemies, rewarded for completing objectives, and purchased from shops. Each component includes zero to three sockets.

Shops also offer the ability to upgrade each piece of armor in exchange for more resources. This improves the Stats and typically adds an extra Enchantment Socket.

TALISMANS

Kratos is able to equip one Talisman, which provides a boost to certain Stats along with a bonus. Some Talismans have an ability that can be activated, though you must wait the given cooldown time before using it again. It is well worth the effort to seek out higher-end Talismans, which provide great bonuses such as the following: a Realm Shift, a powerful shockwave, or a burst of health. While Enchantment Sockets are not common in Talismans, there are a few that provide this benefit.

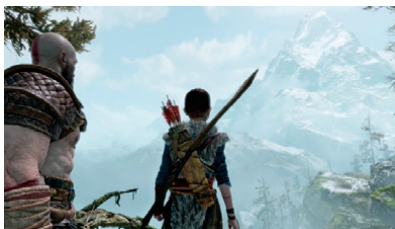
ENCHANTMENTS

Enchantments can be socketed into armor (and a few special Talismans) to increase Stats and provide Perks. There are numerous bonuses available, allowing you to build the armor of your choosing. Available Perks include increased resistances, improved Runic Attacks, health bursts, and more. As armor is upgraded, more Enchantment Sockets become available. Experiment with different setups to find the one that best suits your playstyle. Find a list of the unique Enchantments in the **Equipment** chapter:



JOURNEY

The main storyline of *God of War* follows the father-son Journey as they travel through the Norse realms. Select the Goals Tab of your journal to find your current objective. You can also view all completed objectives. **The Journey** section provides a thorough walkthrough for the entire trip, complete with detailed maps.



BEYOND THE JOURNEY

EXPLORATION

There are plenty of activities to keep you busy outside of the main Journey. Explore every nook and cranny to find valuable loot and challenging enemies. After the water drops in the Lake of Nine, optional content becomes available, allowing you to visit more regions of Midgard. Travel around the numerous islands and beaches of the lake to earn more XP and loot. As you progress through the Journey, the water drops a second time, revealing even more.

LORE

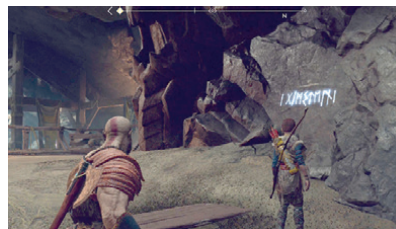
Rune writings are found throughout your adventures, which provide additional information about the land and characters that inhabit it. As you discover Lore, Atreus translates the runes and makes an entry in the journal. These are found under the Codex Tab. There are several types of Lore:



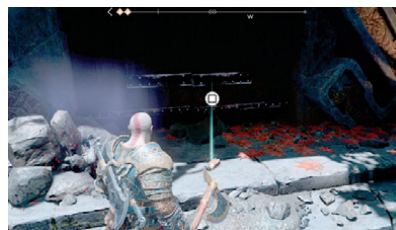
Jötunn Shrines: Three-paneled displays provide a scene for Atreus to make sense of. Besides XP earned, the 11 Jötunn Shrines also count toward a Labor and Trophy.



Lore Markers: These tall markers are covered in blue runes. Sometimes a crystal must be inserted into a nearby stand to power the Lore Marker.



Rune Reads: A word or phrase is written in runes on a wall.



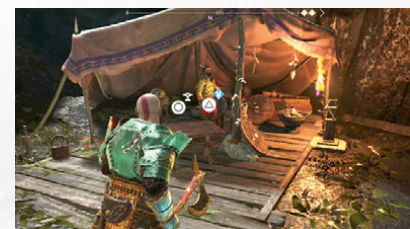
Scrolls: Scrolls can be found lying around the environment. Instruct Atreus to collect the scroll, and he logs it into the Lore Menu. Not only do these texts provide Lore, but some may lead you to available optional content.

Mimir's Tales: Atreus logs some of Mimir's tales into the journal.

Lessons: Tutorials that pop up during the game can be reviewed from the Codex.

FAVORS

After Kratos and Atreus meet the World Serpent, the water level in Lake of Nine drops, revealing new locations and unlocking a type of optional content called Favors. When the water drops a second time, even more Favors become available. These Favors are tracked in Atreus' Journal under the Favors Tab.



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THE FAVORS

AVAILABILITY	FAVOR	HOW TO BEGIN
First water drop	Second Hand Soul	Talk to Brok
First water drop	Hammer Fall	Talk to Disciple of Thor at Stone Falls
First water drop	Unfinished Business	Interact with one of four braziers around Lake of Nine
First water drop	The Imprisonment of Otr	Explore Veithurgard
Second water drop, complete "Second Hand Soul"	Deus Ex Malachite	Talk to Brok
Second water drop	Fáfnir's Hoard	Talk to Sindri
Complete "Fáfnir's Hoard"	Family Business	Talk to Sindri
Collect scroll during "Family Business"	Time Heals All Wounds	Find scroll at Northri Stronghold
Complete "Deus Ex Malachite" and "Family Business"	Hail to the King	Talk to Brok and Sindri
Second water drop	Anatomy of Hope	Talk to wayward spirit at Mason's Channel
Second water drop	Dead Freight	Talk to tradesman spirit at Forgotten Caverns
Find Muspelheim Language Cipher	The Realm of Fire	Find cipher
Find Niflheim Language Cipher	The Realm of Fog	Find cipher
Second water drop	The Flight of Fáfnir	Enter door near Altheim Realm Tower
Second water drop	The Fire of Reginn	Explore Konungsgard Stronghold

ARTIFACTS

Valuable Artifacts are scattered throughout the Norse realms. Each one provides a small amount of XP and can be sold to Brok for Hacksilver. There are seven sets in all, each with a corresponding quest. Once an Artifact is found, the quest appears under the Goals Tab of the journal. The following table lists the seven types of Artifacts, along with the region where they're found.



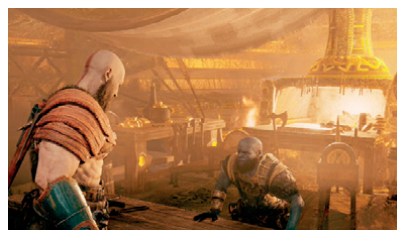
ARTIFACTS

ARTIFACT	TOTAL	REGION FOUND
Lost Toys	4	Wildwoods
Masks	9	River Pass
Ship Figureheads	9	Lake of Nine
Elven Artifacts	5	Altheim
Cups	6	The Mountain
Horns	6	Veithurgard
Brooches	5	Helheim

LABORS

Earn XP and valuable items by completing specific objectives called Labors. There are five categories of Labors, which are covered in detail in the

Labors chapter: Check your progress by viewing the Labors Tab of the journal. Updates are also briefly shown on the right side of your HUD.



Crafting: Upgrade the axe and Blades. Deliver valuable resources to Brok or Sindri to unlock powerful armor sets.

Skill: Use specific abilities during combat to defeat your opponents.

Kill: Kill minor grunts, major grunts, and minibosses.

World: These Labors promote exploration as you travel the Norse realms. Explore the Lake of Nine, unlock the Hidden Chambers of Odin, light the realm tower braziers, release the three World Dragons, close Realm Tears, and kill Odin's Ravens.

Muspelheim: Complete the 11 trials as you climb Muspelheim.

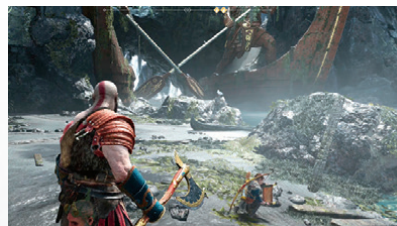
RAVENS

Odin has released 51 Ravens throughout the Norse realms to spy on his rivals. These green birds are found flying or perched around the environment, and can be tough to spot. Keep your eyes peeled whenever exploring a new area. They make a unique sound, so listen for their call. Hitting a Raven with an axe throw begins the Labor called "The Eyes of Odin," which can be tracked on the Labors Tab of Atreus' Journal. Refer to "The Eyes of Odin" entry within the **Labors** chapter for the locations of all 51 Ravens.



TREASURE MAPS

Keep an eye out for Treasure Maps as you explore Midgard. They typically lie on the ground out in the open, although you may need to enter a side room to find them. A Square button icon appears above the map when Kratos approaches one. After Atreus collects the map, you can select Treasure Maps from the Goals Tab in the journal to read its inscription, which provides a hint at a buried treasure. Behind the text, an image illustrates the treasure's location—appearing blurred, if you haven't been there.



There are 12 Treasure Maps in all. Use the inscription and image to figure out where the treasure is buried. At each location, find a small mound of dirt and interact with it to collect the treasure. Find locations for all 12 Treasure Maps and treasures in the **Jötnar Shrines and Trophies** chapter:

REALM TEARS

As you explore the Norse realms, watch for small tears (represented by a blue blob) in the fabric of reality and close them. Most of the time enemies spawn from the tear. Once they're defeated, interact with the blob to close it. There are 21 Realm Tears in all, but only 18 are required to complete the associated Labor; with three of the Realm Tears inaccessible after a certain point in the game. The **Labors** chapter includes a full list of Realm Tears and what to expect from each one.



HIDDEN CHAMBERS

During the Journey, Kratos collects a Chisel in order to progress in the story. At this point, you can access the magically locked doors first seen near Kratos' home in Wildwoods. Seven of these doors lead to Hidden Chambers. Each location holds valuable loot and a challenging battle, six Valkyries and a Realm Tear. Check out our **Labors** chapter for more information on these locations.



THE HIDDEN CHAMBERS

LOCATION	OPPONENT
Thamur's Corpse	Valkyrie: Gunnr
Foothills	Valkyrie: Geirdriful
The Mountain	Valkyrie: Eir
River Pass (Witch's Basement)	Valkyrie: Kara
Helheim	Valkyrie: Rota
Alfheim	Valkyrie: Olrun
Wildwoods	Realm Tear

VALKYRIES

Eight Valkyries have been imprisoned throughout the Norse realms. Six are located inside Hidden Chambers of Odin as mentioned previously. The seventh Valkyrie is found at the top of Muspelheim, while the eighth hides in the Cursed Mist of Niflheim. Collect the helmets of all eight Valkyries and return them to the Council of Valkyries located on the north side of Lake of Nine. This gets the attention of the most powerful Valkyrie of all, the Queen Sigrun.



The "Valkyries" section of our **Favors** chapter provides details on how to defeat all nine bosses, as well as a list of items rewarded from each.

MUSPELHEIM

If you feel up to a real challenge, try your hand at 16 trials inside the realm of Muspelheim. First you must collect four Muspelheim Language Ciphers found inside specific Legendary Chests, and then you can use the travel room inside Týr's Temple to access the realm.



For your convenience, Brok has set up a shop just inside the realm; visit him regularly as you climb Muspelheim. Along the way, five arenas provide two trials each that test Kratos' and Atreus' fighting prowess. Make it to the top to challenge one of the toughest Valkyries in the final trial. The "Muspelheim" section of the **Favors** chapter provides details on every trial.

NIFLHEIM

Niflheim is a challenging realm, where the Cursed Mist limits the amount of time Kratos and Atreus can spend there. To unlock the realm, you must first find four Niflheim Language Ciphers hidden within specific Legendary Chests. At that point, you can use the travel room at Týr's Temple to access the realm.

Sindri has set up a shop at the end of the bridge within a safe zone. He offers three Favors that lead you through all that the realm has to offer. As you enter the fog just beyond his shop, a timer begins to count down, representing the amount of time you have remaining before the Cursed Mist knocks Kratos out. Re-enter the fog, and the enemies, traps, and loot reset, creating a unique experience every time. Refer to the "Niflheim" portion of our **Favors** chapter for more information on everything found in the realm.



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EQUIPMENT AND SKILLS

As Kratos and Atreus progress through their Journey and explore the vast realms, new weapon components and armor can be gathered and equipped — improving Stats and providing bonuses and special abilities. Loot chests and coffins, complete objectives, and kill enemies to score new gear.



Kratos' protection consists of a set of armor (Chest, Wrist, and Waist Armor), a Talisman, and Enchantments. His Leviathan Axe and Blades of Chaos

There is a lot to keep track of, but upgrading the father and son with the latest and greatest creates a significantly enhanced combat experience. This chapter lists every item and Skill available to the duo and states how to obtain them all.

Use Stat gains to build Kratos into the fighting machine that best suits your needs. If you prefer to observe enemies' attacks and learn to evade damage, Defense and Vitality may not be as important to you.

have a selection of special abilities, Skills, and Pommels that can be modified. For added defense, Kratos uses the Guardian Shield, which also provides its own set of Skills.

Atreus wears one piece of armor with its own added bonuses and fires the Talon Bow with another set of Skills and a special Runic Summon ability.

If you tend to take a beating, these Stats are vital. Runic Attacks and Summons have the potential to provide devastating damage against your opponents; build up Runic and Cooldown to greatly improve them. Luck is the rarest Stat, but it can speed up your upgrades by providing extra XP and Hacksilver. The following table lists the six Stats and what each one does for Kratos.

STATS

STAT	DESCRIPTION
Strength (STR)	Increases damage for all standard attacks.
Runic (RUN)	Increases both Runic Attack and Elemental Damage.
Defense (DEF)	Reduces all damage taken.
Vitality (VIT)	Increases maximum Health and decreases the severity of hit reactions from enemy attacks.
Luck (LCK)	Increases activation chance on perks (Axe Pommels, Enchantments) and increases XP and Hacksilver gains.
Cooldown (CLD)	Decreases cooldown time of Runic Attacks, Runic Summons, and Talisman Abilities.

WEAPONS AND SHIELD

Kratos attacks with his Leviathan Axe, Blades of Chaos, or a combination of his shield and fist. The Leviathan Axe is hard-hitting, deals out Frost damage, and can be thrown. His Blades of Chaos have a wide hit radius, can cause Burn, and are capable of pulling smaller foes in close for melee attacks.

The collapsible Guardian Shield is used to block or parry incoming attacks and for bare-handed combat. Atreus also gets into the action with his Talon Bow, which fires arrows that are capable of stunning and staggering enemies. In addition, he gains the ability to use his bow in

melee combat. All of this equipment can be improved by purchasing and finding upgrades.

Skills

✚ How to obtain: Unlock with Weapon Upgrades, Purchase with XP

Both of Kratos' weapons, his shield, and Atreus' bow all have a set of Skills that can be acquired by spending XP. The Skills may add a new ability, improve an existing one, or provide a bonus. The three weapons must be upgraded in order to unlock all Skills. Many Skills also offer an Additional Bonus once a specified Stat reaches the required level.

Runic Attacks and Summons

✚ How to obtain: Loot Legendary Chests, Complete Favors, Defeat Large Enemies

Special abilities are available for the axe, Blades, and bow. Kratos can equip a Light and Heavy Runic Attack on each weapon, while Atreus has an Runic Summon that may be used in and out of combat. Hold L1 + R1 to perform the light Runic Attack and L1 + R2 for the heavy. Hold Square and Atreus sends out his Runic Summon.

SWITCHING ATTACKS AND SUMMONS

Note that you cannot switch out the equipped Runic Attacks or Summon while the cooldown is active. Wait for the ability to become available again before making the change.

All specials require a cooldown time before they can be used again. Increase Kratos' Runic and Cooldown Stats to improve the effectiveness of the abilities. Three Attributes are provided for each Runic Attack/Summon: Damage, Elemental (Frost for axe and Burn for Blades), and Stun. Based on a scale of 0 to 5, these numbers represent the amount of damage and Stun effect produced by each special. The type of Elemental damage depends on which weapon is used. The axe slows enemies with Frost, the Blades add Burn, and Atreus' arrows Weaken and Shock your targets.

Runic Attacks and Summons hidden inside chests throughout the Journey become available in the shops later on if they were missed. At that point, they must be purchased with Hacksilver and Aegir's Gold. These prices are listed in the following tables within the Catch-Up column.

Pommels

How to obtain: Loot Legendary Chests, Complete Favors, Defeat Large Enemies, Craft at Shops

Pommels for your axe and Blades can be swapped out with better versions as they are crafted or found. These give a boost to Stats and may provide a Perk.

LEVIATHAN AXE

Kratos begins the game with the Leviathan Axe, a powerful weapon which delivers ranged and close combat attacks that deal Frost damage. It can be aimed and thrown at an enemy, tripping up lighter foes when hit in the legs, or used as a melee weapon. Once thrown, Kratos goes into bare-handed mode until the axe is recalled.

Upgrades

For completing certain tasks, Kratos receives Frozen Flames, which Brok and Sindri can use to upgrade the Leviathan Axe. With this resource in your inventory, talk to either brother and select the weapon upgrade to increase the axe's strength and unlock new Skills.

The following table shows how each Frozen Flame is obtained and how Kratos' Strength is increased with the upgrades.

UPGRADE	STRENGTH	HOW FROZEN FLAME IS OBTAINED
I	10	Receive Axe as Upgrade I
II	25	Meet Brok after escaping the Ruins
III	40	Defeat the Ogre on first trip to Foothills
IV	55	Defeat Járn Fótr in Heart of the Mountain
V	70	Defeat Magni and Modi at Thamur's Corpse
VI	85	Purchased from Shop w/Chilling Mists of Niflheim (Found in Niflheim Center Chamber Legendary Chest in exchange for 5000 Mist Echoes.)

Skills

The Leviathan Axe's Skills are split into two categories: Ranged Combat and Close Combat. Ranged Combat expands your ability to throw and recall the axe, including Hunter-Killer which allows you to hit multiple targets with one throw. Close Combat offers melee improvements, including new hard-hitting moves and Permafrost. With Permafrost, every successive hit without taking damage fills a meter. Once full, Kratos deals out Frost damage with every axe hit.

The following table lists every Skill available for the axe along with the XP Cost, the number of upgrades required, and the Stat Bonus provided—once the Stat requirement is met.

SKILL	XP COST	UNLOCK TIER	PREREQUISITE	STAT BONUS REQUIREMENT
RANGED COMBAT				
Freezing Throw Aim and press R2 for a powerful attack that freezes smaller enemies for a short duration and inflicts heavy damage to all enemies. Perform this move on a grunt near a wall to pin it against the wall. This contributes to a Labor for extra XP.	N/A	N/A	None	
Freezing Burst Aim and hold R2 to charge up the Leviathan Axe and cause an explosion on impact that inflicts Frost damage. Be careful; you are vulnerable to attack while charging up the throw. Your aim can be adjusted with the axe cocked, just in case your target moves.	1000	2	Freezing Throw	Shorter Charge Time Cooldown 100
Precision Throw Combo After landing a precision axe throw (weak points and headshots), Press Triangle during the flash to recall the Leviathan Axe and cause the next throw or melee attack to explode on contact, inflicting Frost damage.	1000	2	None	Unlocks an axe throw finisher after 2 consecutive precision throws. Cooldown 125
Precision Frost Burst Precision Throw Combo now creates a massive explosion upon impact.	2000	3	Precision Throw Combo	
Returning Whirlwind While Bare-Handed, aim and press R1 to instantly recall the Leviathan Axe and perform a powerful spinning attack. Even if your axe is on your back, it will immediately move into your hand as Kratos performs the two-hit whirlwind attack. Put your target between you and the axe for an extra hit as it flies into your hand.	1000	4	None	Increased resistance to interruption during this attack. Vitality 200
Returning Storm While Bare-Handed, aim and press R2 to instantly recall the Leviathan Axe and perform a powerful slam attack. This move is similar to the Returning Whirlwind, but much more powerful — knocking nearby enemies back.	2000	5	None	Adds an explosion of Frost damage on impact Runic 250
Hunter-Killer I Aim and hold R1 to select 3 targets on a single enemy or across 3 separate enemies. While aiming, each target is marked with a white dot. Keep an eye out for incoming attacks while preparing the attack and be ready to let go if anyone gets too close.	1500	3	None	Increased resistance to interruption during this attack. Vitality 200
Hunter-Killer II Increase the maximum number of targets to 5.	1500	4	Hunter-Killer I	Increased resistance to interruption during this attack. Vitality 200
Hunter-Killer III Increase the maximum number of targets to 8. Ricocheting the axe around a group of grunts is a great way to begin a fight.	3000	5	Hunter-Killer II	Increased resistance to interruption during this attack. Vitality 200
CLOSE COMBAT				
Executioner's Cleave Hold R2 for a brutal cleaving axe attack that deals massive damage. Grab this Skill early. Though you are vulnerable as you ready the attack, it does a great amount of damage. Note that you can adjust your aim while holding the axe back. A Labor rewards XP for using this move against set amounts of enemies.	500	1	None	Shorter charge time. Cooldown 100
Grinding Storm Hold R1 for an axe attack that hits multiple enemies and locks them down. Kratos begins with a big swing of the axe to clear out the area and follows up with a short throw straight ahead, where the axe twirls for a moment before returning. Continue to hold the button down and Kratos will catch the axe and throw it again. This is repeated until you are hit or release the button.	500	1	None	Inflicts additional Frost damage during this attack. Runic 125

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SKILL	XP COST	UNLOCK TIER	PREREQUISITE	STAT BONUS REQUIREMENT	
CLOSE COMBAT					
Pride of the Frost A Heavy Attack finisher at the end of the Light Attack Combo. Press R1, R1, R2 to perform. This adds a ground slam at the end of the light combo.	500	1	None	Adds an explosion of Frost damage on impact.	
				Runic	200
Permafrost Perform attacks in quick succession without sustaining damage to power up the Leviathan Axe attacks and inflict Frost damage on every hit. This is worth grabbing as soon as you can, especially if you prefer attacking up close. It takes a number of hits to build the Permafrost meter and if you get hit, it immediately empties; good evasive Skills are required to take full advantage of this Skill. You also need to keep the attacks going, since it will reset after several seconds if you do not hit an enemy. Note that the amount of Permafrost earned is based on damage done, so bigger attacks fill the meter quicker. The axe must be in your hand to build the Permafrost. Aimed throws reset the meter, but boomerang tosses do count.	1000	2	None		
Glacial Permafrost Increases the amount of the Permafrost gained on every successful axe hit. This greatly speeds up the process, requiring much fewer attacks before reaping the rewards.	2000	3	Permafrost		
Frost Rush While sprinting, press R1 to perform a leaping attack. Sprint into the action and begin your combo with this jump attack. You don't need a lot of room to get up to speed. As long as you are holding the Sprint button, the move can be performed.	1000	2	None	Increased resistance to interruption during this attack.	
				Vitality	125
Leviathan's Fury While sprinting, press R2 to perform a massive leaping attack. Similar to Frost Rush, but a much stronger ground slam that knocks all enemies in the immediate area away. Great if you wish to break up a group of grunts.	1500	3	None	Adds an explosion of Frost damage on impact.	
				Runic	175
Whirling Storm While evading, hold left stick forward and press R1 to perform a quick axe attack. Performing a light attack during a forward evade causes Kratos to continue straight ahead with a 360-degree attack that hits anyone surrounding him.	1000	2	None	Increased resistance to interruption during this attack.	
				Vitality	75
Evasive Storm While evading, hold left stick backward and press R1 for a quick boomerang throw. Sliding away from an attacking enemy is a great way to avoid taking damage. Performing this move allows you to get in an attack while doing so. The axe is thrown straight ahead, so you are vulnerable from the sides.	2000	3	None	Apply additional Frost damage during this attack.	
				Runic	125
Whirlwind Sweep Switch stances by pausing momentarily after any Leviathan Axe attack. Once in new stance, Press R1 to perform a sweeping attack. Kratos faces to the side with his axe held out to his right when in Delay Stance. Press R1 to swing the axe, causing it to spin 360 degrees around Kratos. You don't necessarily have to pause after a successful attack; pausing after an axe miss also puts you into the Delay Stance. A blocked attack cannot be transitioned into the stance.	3000	4	None	Increased resistance to interruption during this attack.	
				Vitality	200
Double Whirlwind Unlock a second, follow-up R1 combo attack while in the switched stance. Press R1 when the axe returns to Kratos' hand after a Whirlwind Sweep to throw the axe out in the opposite direction. This is very effective against a group of smaller enemies.	1000	4	Whirlwind Sweep	Increased resistance to interruption during this attack.	
				Vitality	200
Raging Whirlwind Unlock a third and final R1 attack while in the switched stance. After the axe is thrown around Kratos twice, press R1 a third time to spin the axe around two more times.	2000	5	Double Whirlwind	Increased resistance to interruption during this attack.	
				Vitality	200
Whirlwind Throw Switch stances by pausing momentarily after any Leviathan Axe attack. Once in new stance, press R2 to perform a ranged attack. The axe is thrown straight ahead from Kratos farther than Evasive Storm. Best used if you have multiple enemies in a line.	1500	4	Whirlwind Sweep	Increased resistance to interruption during this attack.	
				Vitality	200
Whirlwind Fury Switch stances by pausing momentarily after any Leviathan Axe attack. Once in new stance, double tap R2 to perform a ranged combo. The upgrade allows you to perform the Whirlwind Toss twice in succession.	3000	5	Whirlwind Throw	Increased resistance to interruption during this attack.	
				Vitality	200

Runic Attacks

Your first Runic Attack, Hel's Touch, is found just inside River Pass—providing you with a nice interrupt ability. Look out for more specials as you explore the realms to expand on your Frost attacks. Light and heavy Runic Attacks for the Leviathan Axe are listed in the following table. The location, cooldown time, type of attack, Attributes, and upgrade costs are provided for each.

RUNIC ATTACK	COOLDOWN	IMPACT	DMG	FROST	STUN	XP COST	CATCH-UP	LOCATION
LIGHT								
Njörd's Tempest A rapidly spinning melee attack that clears out surrounding enemies and deals significant damage.	36 SECS	Melee	3	1	0	0	Hacksilver	Alfheim Legendary Chest
Level 2 Increases the number of rotations by holding down R1 and adds a small whirlwind effect.			4	2	0	2250	Aegir's Gold	
Level 3 Further increases the number of rotations by holding down R1. Also increases the size and strength of the whirlwind effect around Kratos.			4	3	0	9000		
Fury of the Ice Troll A quick radial shockwave attack that slows enemies and sends them flying back.	36 SECS	Area	2	1	0	0	Hacksilver	Völunder Mines Legendary Chest
Level 2 Holding R1 charges up the attack, increasing its range.			2	2	1	1000	Aegir's Gold	
Level 3 Greatly increases Frost damage and decreases charge time.			2	3	1	4000		
Tyr's Revenge A powerful spinning attack against a single target, with a follow-up attack that slams the enemy to the ground.	54 SECS	Aimed	3	0	0	0	Hacksilver	The Mountain Legendary Chest
Level 2 Greatly increases the duration of the lingering spin attack.			4	0	0	4500	Aegir's Gold	
Level 3 Further increases the duration of the lingering spin attack, and causes a massive explosion on the follow-up slam.			5	0	0	18000		
Leviathan's Wake A powerful axe throw that plows through any enemies in its path.	36 SECS	Aimed	3	0	1	0	Hacksilver	Veithurgard Legendary Chest
Level 2 Inflicts Frost damage to all enemies caught in the Leviathan's path.			4	1	2	1500	Aegir's Gold	
Level 3 Increases the Frost damage inflicted to enemies, and increases the size of the explosion on impact with any enemy or surface.			4	2	3	6000		

Runic Attack	Cooldown	Impact	Dmg	Frost	Stun	XP Cost	Catch-Up	Location
Light								
Charge of the White Bear A quick, propulsive dash attack with a follow-up strike. Kratos is protected during the dash.	24 SECS	Melee	1	1	1	0	Hacksilver	N/A
Level 2 Press R2 or R1 to perform a shield slam follow-up.			1	2	2	1000	Aegir's Gold	N/A
Level 3 Greatly increases the effects of the shield slam.			2	2	2	4000		
Wrath of the Frost Ancient A powerful ice beam that slows all enemies on contact.	54 SECS	Aimed	3	4	0	0	Hacksilver	N/A
Level 2 Increases the amount of Frost damage, as well as the length of the beam.			3	5	0	4500	Aegir's Gold	N/A
Level 3 Greatly increases the amount of Frost damage, as well as the duration of the beam.			4	5	0	18000		
Strike of the Utgard A wide-arcing attack that inflicts a moderate amount of Frost damage.	24 SECS	Aimed	2	2	0	0	Hacksilver	30000
Level 2 Hold R1 to charge up to 3 Frost damage waves.			2	3	0	1500	Aegir's Gold	20
Level 3 Greatly increases the amount of Frost damage per wave.			3	3	0	6000		
Hel's Touch An extremely quick burst of energy that interrupts and knocks back all nearby enemies.	24 SECS	Area	1	0	0	0	Hacksilver	15000
Level 2 Increases attack severity and inflicts Stun damage.			1	0	2	1000	Aegir's Gold	10
Level 3 Further increases Stun damage inflicted and grants the ability to quickly cancel the attack.			2	0	3	4000		
Heavy								
Thiazi's Talon A propulsive slice attack that launches a small, vertical wave that inflicts medium Frost damage.	24 SECS	Aimed	3	2	0	0	Hacksilver	N/A
Level 2 Hold R2 to charge up to 3 Frost damage waves.			3	3	0	1500	Aegir's Gold	N/A
Level 3 Greatly increases the Frost damage of all waves.			4	4	0	6000		
Ivaldi's Anvil A devastating area-of-effect attack that freezes all enemies caught in the blast radius.	60 SECS	Area	2	4	0	0	Hacksilver	N/A
Level 2 Unlocks an additional follow-up attack by Pressing R2 after the initial slam.			2	5	0	1000	Aegir's Gold	N/A
Level 3 Greatly increases the radius and Frost damage of the initial slam attack.			3	5	0	4000		
Mists of Helheim A lingering area-of-effect attack that creates a small hazard that inflicts Frost damage to all enemies inside.	90 SECS	Area	2	4	0	0	Hacksilver	N/A
Level 2 Increases the duration of the hazard.			2	5	0	3250	Aegir's Gold	N/A
Level 3 Further increases the duration and size of the hazard.			3	5	0	13000		
Frost Giant's Frenzy 3 powerful slam attacks that launch enemies and then sends them flying.	60 SECS	Melee	3	0	1	0	Hacksilver	15000
Level 2 Increases the amount of slam attacks by mashing R2			4	0	2	3250	Aegir's Gold	10
Level 3 Greatly increases the amount of slam attacks by mashing R2			5	0	2	13000		
Breath of Thamur A massive area-of-effect attack that deals damage to all enemies within an extremely large area.	120 SECS	Area	4	0	0	0	Hacksilver	N/A
Level 2 Increases damage inflicted by the area-of-effect attack.			4	0	0	4500	Aegir's Gold	N/A
Level 3 Inflicts a small amount of Frost damage on every hit.			5	0	0	18000		
Blessing of Frost Activate to temporarily power up the Leviathan Axe with small explosions of Frost damage on every hit and slight bonus to Runic and normal attacks.	120 SECS	Melee	3	2	0	0	Hacksilver	3290
Level 2 Increases duration and bonus to Runic and normal attacks.			4	3	0	4500	Aegir's Gold	50000
Level 3 Greatly increases duration and bonus to Runic and normal attacks.			5	3	0	18000		
The River of Knives A destructive attack that sends out a line of ice shards that inflict Frost damage and launch enemies into the air upon contact.	60 SECS	Aimed	2	1	1	0	Hacksilver	50000
Level 2 Greatly increases the range of the ice shards.			3	2	2	2250	Aegir's Gold	30
Level 3 Launches 2 additional lines of ice shards, greatly increasing the width of the attack.			4	3	3	9000		
Glaive Storm Throw the Leviathan Axe towards any nearby targets, automatically seeking out, hitting, and inflicting Frost damage to any enemies caught in its path.	90 SECS	Area	2	1	0	0	Hacksilver	N/A
Level 2 Increases the number of enemies the axe will seek out.			3	2	1	3250	Aegir's Gold	N/A
Level 3 Further increases the number of enemies the axe will seek out while increasing the amount of Frost damage inflicted.			3	2	2	13000		

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Axe Pommels

At first, the Leviathan Axe is equipped with Kratos' lucky Wooden Grip, which provides a +1 Strength bonus. As soon as you run into Brok at Týr's Temple, you can upgrade the component at his shop. The following table provides a full list of available Pommels for your axe along with Stats, upgrade costs, and where to find them.

POMMEL	LEVEL	STATS						UPGRADE	RESOURCE	COST	LOCATION
COMMON		STR	RUN	DEF	VIT	LCK	CLD				
Wooden Grip Family Heirloom—Crude wooden axe grip. Cannot be sold.	1	1						1			Start with this Pommel
Curved Recovery Handle Marksman's Cooldown—High Perk activation chance to grant a Blessing of Cooldown on any successful precision throw.	1	2					4	1	Hacksilver	3000	Shop
	2	4					6	2	Hacksilver	1500	
	3	6					8	3	Hacksilver World Serpent Scale Fragment	2750 15	
Curved Grip of Fury Marksman's Rage Burst—Low Perk activation chance to grant a Rage Burst on any successful precision throw.	2	4			6			1	Hacksilver	5000	Shop
	3	6			8			2	Hacksilver World Serpent Scale Fragment	2750 15	
	4	8			8			3	Hacksilver World Serpent Scale Fragment	4200 45	
Curved War Handle Marksman's Strength—High Perk activation chance to grant a Gift of Strength on any successful precision throw.	2	8						1	Hacksilver	5000	Shop
	3	10						2	Hacksilver World Serpent Scale Fragment	2750 15	
	4	12						3	Hacksilver World Serpent Scale Fragment	4200 45	
Curved Runic Handle Marksman's Runic—Low Perk activation chance to grant a Blessing of Runic on any successful precision throw.	1	2	6					1	Hacksilver	3000	Shop
	2	4	8					2	Hacksilver	1500	
	3	6	10					3	Hacksilver World Serpent Scale Fragment	2750 15	
Weighted Recovery Handle Executioner's Cooldown—High Perk activation chance to grant a Blessing of Cooldown on any successful Executioner's Cleave.	1	4					2	1	Hacksilver	3000	Shop
	2	6					4	2	Hacksilver	1500	
	3	8					6	3	Hacksilver World Serpent Scale Fragment	2750 15	
Weighted Runic Handle Executioner's Runic—High Perk activation chance to grant a Blessing of Runic on any successful Executioner's Cleave.	2	4	4				2	1	Hacksilver	5000	Shop
	3	6	6				4	2	Hacksilver World Serpent Scale Fragment	2750 15	
	4	8	8				6	3	Hacksilver World Serpent Scale Fragment	4200 45	
Weighted War Handle Executioner's Strength—High Perk activation chance to grant a Gift of Strength on any successful Executioner's Cleave.	1	4				3		1	Hacksilver	3000	Shop
	2	6				6		2	Hacksilver	1500	
	3	8				10		3	Hacksilver World Serpent Scale Fragment	2750 15	
Versatile Warrior's Handle Adept Warrior—Increases Strength, Defense, and Luck. Upgrade to increase additional Stats.	2	2		2		2		1			Favor: Unfinished Business
	3	3	3	3		3		2	Hacksilver Corrupted Remnant	1500 1	
	4	4	4	4		4	4	3	Hacksilver Corrupted Remnant	1500 1	
	5	5	5	5	5	5	5	4	Hacksilver Corrupted Remnant	1500 1	
RARE		STR	RUN	DEF	VIT	LCK	CLD				
Grip of Völunder Warrior's Protective Barrier—Very low Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, on any successful axe hit.	3	6		6				1			Complete Favor: Second Hand Soul
	4	8		8				2	Hacksilver World Serpent Scale Fragment	4200 45	
	5	10		12				3	Hacksilver World Serpent Scale	9000 5	
Ymir's Breath Ymir's Vengeance—Low Perk activation chance to create a Frost explosion on any successful axe hit.	3	4	10			3		1			Isle of Death Legendary Chest
	4	6	12			6		2	Hacksilver Eternal Frost World Serpent Scale	4200 1 5	
	5	8	15			10		3	Hacksilver Eternal Frost World Serpent Scale	9000 1 10	
Deadly Grip of Fury Slayer's Rage Burst—Successful axe kills grant a Rage Burst.	3	10						1			Stone Falls Legendary Chest
	4	12						2	Hacksilver World Serpent Scale Fragment	4200 45	
	5	16						3	Hacksilver World Serpent Scale	9000 5	
Light Grip of Protection Rising Protective Barrier—High Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, after launching an enemy into the air.	3	4		4	6			1			Shop
	4	6		6	8			2	Hacksilver World Serpent Husk Fragment	4200 45	
	5	8		8	10			3	Hacksilver World Serpent Scale	9000 5	
Light War Handle Rising Strength—High Perk activation chance to grant a Gift of Strength after launching an enemy into the air.	3	4	6			6		1			Shop
	4	6	8			10		2	Hacksilver World Serpent Scale Fragment	4200 45	
	5	8	10			13		3	Hacksilver World Serpent Scale	9000 5	

POMMEL	LEVEL	STATS							UPGRADE	RESOURCE	COST	LOCATION
RARE		STR	RUN	DEF	VIT	LCK	CLD					
Deadly Grip of Vitality Slayer's Health Burst—Successful axe kills grant a Health Burst.	3	4			10			1	Hacksilver	7500		Shop
	4	6			12			2	Hacksilver	4200		
	5	8			16			3	World Serpent Husk Fragment	45		
Weighted Grip of Restoration Executioner's Health Burst—High Perk activation chance to grant a Health Burst on any successful Executioner's Cleave.	3	6			8	6		1	Hacksilver	9000		Shop
	4	8			10	10		2	World Serpent Scale	5		
	5	10			12	13		3	Hacksilver	7500		
Curved Grip of Restoration Marksman's Health Burst—High Perk activation chance to grant a Health Burst on any successful precision throw.	3	8				10		1	Hacksilver	4200		Shop
	4	10				13		2	World Serpent Husk Fragment	45		
	5	12				15		3	Hacksilver	9000		
LEGENDARY		STR	RUN	DEF	VIT	LCK	CLD					
Surtr's Grip of Flame Wrath of Flame—Low Perk activation chance to grant Wrath of Flame on any successful hit. Wrath of Flame greatly increases Strength, restores a small amount of Health, and fires a wave of energy on normal attacks.	4	8	13					1	Hacksilver	10000		Muspelheim Shop
	5	12	17					2	Smoldering Ember	14		
	6	16	22					3	Hacksilver	20000		
Grip of Tanngiost Fist of Thor—Low Perk activation chance to strike with an explosion of lightning that inflicts Shock damage to all nearby enemies on any successful axe hit.	2	6	6			6		1	Smoldering Ember	16		Veithurgard Dirt Dig (Favor: Hammer Fall)
	5	12	12			13		2	Crest of Flame	8		
	7	16	15			15		3	Hacksilver	70000		
Hræzla Farmaðr's Grip Warrior's Health Burst—Low Perk activation chance to grant a Health Burst on any successful axe hit.	3	2			6	13		1	Smoldering Ember	30		Complete Favor: Family Business
	4	4			10	15		2	Greater Crest of Flame	5		
	5	6			12	18		3	Crest of Surtr	1		
Forbidden Grip of the Ages Word of Ages—An ancient relic that increases all of Kratos' Stats. Adds a concussive wave to the end of the R1 combo.	3	8	6	6	6	6	6	1	Hacksilver	9000		Realm Tear (Secret Caldera)
	4	10	8	8	8	8	8	2	Leiptr Alloy	2		
	5	12	10	10	10	10	10	3	World Serpent Scale	10		
Grip of the Maze Cleansing Light—Very high Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful kill. Passively grants resistance to the Cursed Mist.	6	12			8	18		1	Hacksilver	20000		[Shop]
	7	14			10	18		2	Leiptr Alloy	1		
	8	16			12	20		3	World Serpent Scale	20		
EPIC		STR	RUN	DEF	VIT	LCK	CLD					
Mistbourne Healing Mist—Low Perk activation chance to grant Healing Mist on any successful hit. Healing Mist regenerates Health and increases Runic.	6	12		6	15			1	Hacksilver	35000		Niflheim Realm Tear (20,000 Mist Echoes, Soul Devourer)
	7	14		8	18			2	Haze Weave	3		
	8	16		12	22			3	Mist Echoes	1250		
Blightbringer Curse of the Mist—Low Perk activation chance to strike with an explosive curse that inflicts Weakness to enemies on any successful hit.	6	12	8	15				1	Hacksilver	70000		Niflheim Center Chamber Legendary Chest (7500 Mist Echoes)
	7	14	10	18				2	Aesirbane	1		
	8	16	12	20		15		3	Mist Echoes	2000		
Valkyrie's Might Strike of the Valkyrie—Moderate Perk activation chance on any successful Executioner's Cleave to grant Strike of the Valkyrie, causing a massive explosion on the next attack. Low Perk activation chance to cause an explosion on any successful hit.	6	10	10			16		1	Hacksilver	35000		Niflheim Valkyrie—Eir Drop
	7	12	12			18		2	Niflheim Alloy Fragment	5		
	8	14	15			22		3	Mist Echoes	2000		
Wing of the Fallen Power of the Valkyrie—Moderate Perk activation chance on any successful kill to grant Power of the Valkyrie, increasing Runic and Strength. (Stacks up to 3 times max.)	6	16					6	1	Hacksilver	70000		Niflheim Valkyrie—Hildir Drop
	7	19					8	2	Haze Weave	3		
	8	24					10	3	Perfect Asgardian Steel	1		
Retribution Queen's Wrath—R1 axe throw and recall become incredibly powerful. Low Perk activation chance to strike with a massively damaging explosion on any successful hit.	6	12				10	15	1	Hacksilver	35000		Council of Valkyries—Sigrun Drop
	7	14				13	18	2	Hacksilver	70000		
	8	16				15	20	3	Perfect Asgardian Steel	1		

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BLADES OF CHAOS

Midway through his Journey, Kratos realizes that his Leviathan Axe may not be enough to tackle the realms he must travel. He finds himself digging out a relic from the past, one that is full of unwanted memories. With the Blades of Chaos strapped to his wrists, Kratos now has a spectacular alternative to his axe.

While the Leviathan Axe does a lot of damage with every hit, the Blades of Chaos have a wider area of attack. The axe slows enemies with Frost, while the Blades have the potential to cause damage over time with Burn. Monsters often have a weakness to one or the other, so it is a good idea to switch it up based on the situation.

Upgrades

Complete certain tasks to receive Chaos Flames, which can be taken to Brok or Sindri in exchange for an upgrade to the Blades. Upgrades increase Kratos' Runic Stat and unlock new Skills.

The following table shows how each Chaos Flame is obtained and how much Runic is increased.

UPGRADE	RUNIC	HOW CHAOS FLAME IS OBTAINED
I	5	Receive Blades as Upgrade I
II	10	Defeat Máttugr Helson in Helheim
III	20	Defeat the Trolls in Týr's Vault after collecting the Black Rune Stone
IV	35	Defeat the Hel-Traveler during the escape of Helheim
V	50	Purchased from Shop w/Raging Inferno of Muspelheim (Earned by defeating Valkyrie Góndul at the top of Muspelheim)

Skills

Blades of Chaos Skills are split into two categories, Melee Combat and Elemental Combat. The weapon benefits greatly from the wide swath that it cuts through groups of enemies. Many Skills add to this strength, such as Whirling Chaos Strike that attacks all enemies around Kratos and Spinning Chaos with its leaping-spin attack.

Spear of Chaos gives Kratos the ability to pull an enemy in close for some melee action; switch to the Leviathan Axe for more powerful attacks. Three Skills that are unlocked with the final Chaos Flame increase Stats.

Here we provide a complete list of every Skill available for the Blades of Chaos. XP Costs, upgrades required, and Stat Bonuses listed for each one.

SKILL	XP COST	UNLOCK TIER	PREREQUISITE	STAT BONUS REQUIREMENT
MELEE CONTROL				
Rushing Chaos While sprinting, press R1 to execute a powerful double-slash attack that staggers enemies. The move hits a wide area, making it a great way to introduce yourself to a group of grunts.	500	1	None	Increased resistance to interruption during this attack. Vitality 75
Rising Fury Hold R2 to perform a powerful attack that launches enemies into the air. The move takes a while to develop and you are vulnerable to attack. Knocks weaker and smaller enemies into the air, so you can juggle them by continuing a combo.	2000	1	None	Adds a fire-bomb to any enemies hit by this attack. Runic 250
Plume of Chaos Press R2 during the second-to-last light combo attack to add a Heavy Combo Finisher. A Light Combo is six attacks long, ending in a flourish as Kratos whips both Blades forward. Press R2 during the fifth swing to cause him to finish with the Heavy Finisher instead, a massive ground slam that torches the ground and causes massive damage.	1000	2	None	Adds a Burn hazard on impact location. Adds a series of Burn cluster bombs. Runic 175/125
Whirling Chaos Hold R1 to perform a powerful attack that strikes all enemies around Kratos. Continue to hold R1 to cause Kratos to skip and repeat the attack until the button is released.	1000	2	None	Increased resistance to interruption during this attack. Vitality 125
Chaos Slam While sprinting, Press R2 to leap into the air and perform a powerful chain-slam attack. The hit causes a lot of damage, but is best against one enemy.	1500	3	None	Increased resistance to interruption during this attack. Vitality 125
Spinning Chaos Strike While evading, Hold left stick forward and Press R1 to perform a leaping spin attack. Perform this move out of any evade to launch into a group of enemies with Blades fully extended.	1000	3	None	Increased resistance to interruption during this attack. Vitality 225
Retreating Slash While evading, Hold left stick back and Press R1 to attack all enemies in a large radius. This maneuver allows you to fend off any nearby enemies as you evade out of trouble.	2000	3	None	Increased resistance to interruption during this attack. Vitality 75
Chaotic Rampage Switch stances by pausing momentarily after any Blades of Chaos attack. Once in new stance, Press R1 to perform a flurry of close-range attacks. Pause after any attack with the Blades of Chaos and then press R1 to release the flurry of strikes. You know you have entered delay stance when both Blades are ablaze out in front of Kratos' body.	3000	4	None	
Chaotic Frenzy Increases the number of strikes in the Chaotic Rampage attack by 2.	1000	5	Chaotic Rampage	Increased resistance to interruption during this attack. Vitality 200
Chaotic Flurry Switch stances by pausing momentarily after any Blades of Chaos attack. Once in new stance, Press R2 to perform an explosive triple-stab dash attack. This gives you a more powerful move out of the delay stance, as Kratos lunges into his target and delivers the three stabs. Note that your next button press out of this stance must be R1 or R2. Otherwise, Kratos resets to his normal stance.	1500	5	Chaotic Rampage	Increased resistance to interruption during this attack. Vitality 200
Chaotic Concussion Press R2 after the Chaotic Flurry attack to perform a powerful follow-up stab that plants a detonating bomb on any enemies hit, inflicting additional Burn damage. After a few seconds, the bomb detonates inside them — staggering them for a moment and causing decent damage.	1500	5	Chaotic Flurry	Increased resistance to interruption during this attack. Vitality 200
ELEMENTAL COMBAT				
Spear of Chaos While aiming, press R1 to impale an enemy and yank him towards Kratos. This move is a great way to pull one enemy out of a pack. It is most effective against even or weaker enemies. More powerful foes simply laugh at Kratos as the Blades immediately release from their bodies. The Chaos Spear is the best way to dispose of pesky Nightmares. After pulling the flier in, you have a moment to aim before throwing the "explosive" back at the enemy.	3000	1	None	
Elemental Surge After impaling an enemy with the Spear of Chaos attack, hold R1 to send an Elemental wave of energy down the chain, blasting and launching the enemy into the air. This makes the Chaos Spear viable against stronger enemies, hitting them with the energy as opposed to attempting to yank them in.	3000	3	Spear of Chaos	Adds a fire bomb to any enemies hit by this attack. Runic 250
Elemental Explosion Increases the size and damage caused by the Elemental Surge explosion, launching all enemies in range and inflicting additional Burn damage. Send the wave of energy into a pack of grunts and watch the explosion disperse the group. This also works as an alternate way to damage a large enemy from range.	2000	3	Elemental Surge	
Engulfing Spear The Spear of Chaos attack creates a minor fire explosion on contact, inflicting Burn damage.	3000	4	None	
Immolation Perform attacks in quick succession without sustaining damage to power up the Blades of Chaos and inflict Burn damage on every hit. Bonus to Luck and Runic. Immolation is similar to Permafrost for the Leviathan Axe. It is a must purchase if you prefer to use melee attacks. It requires quick, successive hits while evading all incoming attacks.	2000	1	None	

SKILL	XP COST	UPGRADE	PREREQUISITE	STAT BONUS	REQUIREMENT
ELEMENTAL COMBAT					
Furious Immolation Increases the rate of Immolation gained on every successful Blades hit. This simplifies the process of building the Immolation meter, requiring much fewer attacks before momentum is reached. Remember that a few seconds without hitting an enemy resets the meter.	2000	2	Immolation		
Elemental Slash Aim and press R2 to perform a powerful sweeping attack that inflicts heavy Burn damage. Kratos swings the Blades in a wide arc, adding Burn to any enemy within range.	1500	1	None		
Elemental Charge Aim and hold R2 to charge up Burn damage inflicted upon impact. As Kratos spins the Blades around while charging up the attack, you are vulnerable. Be ready to quickly evade or release the attack early if necessary. Once the Blades are set ablaze, release R2 to perform the move.	2000	3	Elemental Slash	Shortens charge time.	
Elemental Overcharge While aiming, hold R2 to charge the Blades of Chaos even further and release a powerful Elemental Slash inflicting massive Burn damage in a wide area. Overcharge improves the Elemental Slash in damage and area, but since it takes so long to charge, you need to be aware of any incoming attacks and quickly evade if necessary.	4500	4	Elemental Charge	Cooldown	100
Essence of Athena Permanently increases Luck by 10.	10000	5	None		
Essence of Ares Permanently increases Strength by 10.	10000	5	None		
Essence of Zeus Permanently increases Runic by 10.	10000	5	None		

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Runic Attacks

A selection of light and heavy Runic Attacks provides powerful attacks for the Blades of Chaos. Look out for Gift of Apollo which enhances the Blades so that every hit returns a small amount of health, along with a boost in strength and speed once upgraded. Refer to the following table for location, cooldown time, type of attack, Attributes, and upgrade costs for every Runic Attack.

RUNIC ATTACK	COOLDOWN	IMPACT	DMG	BURN	STUN	XP COST	CATCH-UP	LOCATION
LIGHT SPECIALS								
Cyclone of Chaos A circling sweep attack that clears out all nearby enemies.	54 SECS	Area	2	0	1	0	Hacksilver	Helheim Legendary Chest (Requires Winds of Hel)
Level 2 Increases the duration and damage of the attack, as well as the total number of hits.			2	0	2	3250	Aegir's Gold	
Level 3 Greatly increases the duration and damage of the attack, as well as the total number of hits.			3	0	2	13000		
Nemean Crush A massive shockwave attack that sends all enemies flying back.	54 SECS	Area	2	3	1	0	Hacksilver	Helheim Tower Beach—Death Eater Drop
Level 2 Inflicts a small amount of Burn damage, and slightly increases the radius of the explosion.			2	4	1	4500	Aegir's Gold	
Level 3 Greatly increases the Burn damage inflicted and the radius of the explosion.			3	5	2	18000		
Rampage of the Furies A robust flurry attack that ends in a powerful slam. Kratos attacks straight ahead throughout the combo, but you can guide him into enemies by pushing to the left and right.	36 SECS	Melee	3	0	0	0	Hacksilver	River Pass (Witch's Cavern)—Requires Winds of Hel
Level 2 Inflicts a small amount of Burn damage on every hit.			4	2	0	1500	Aegir's Gold	
Level 3 Greatly increases the radius and impact of the final slam attack.			5	3	1	6000		
Rage of the Titans A rapid blade attack that ends in a devastating swipe that launches enemies into the air.	54 SECS	Melee	3	0	1	0	Hacksilver	Buri's Storeroom Legendary Chest (Requires Blades of Chaos)
Level 2 Inflicts a small amount of Burn damage on every hit.			4	1	1	1500	Aegir's Gold	
Level 3 Adds an incredibly powerful slam attack that creates a large explosion.			5	1	2	6000		
Icarus Storm A spinning attack that hits all enemies along its path.	36 SECS	Melee	2	0	3	0	Hacksilver	Helheim (Escape) Legendary Chest
Level 2 Throws out the Blades of Chaos while spinning, greatly increasing the range of the attack.			3	0	4	1500	Aegir's Gold	
Level 3 Inflicts a moderate amount of Burn damage on every hit.			4	1	4	6000		
Wrath of Artemis A slash attack that protects Kratos by pushing away all nearby enemies.	24 SECS	Melee	2	0	3	0	Hacksilver	Troll Boss— Daudi Munr Drop
Level 2 Pressing R1 again after the first slash performs a second criss-cross attack that launches enemies into the air.			3	1	4	1500	Aegir's Gold	
Level 3 Inflicts a large amount of Stun and Burn damage on the second attack.			3	2	5	6000		
Blast of Hephaestus A quick, fiery blast of energy that inflicts a small amount of Burn damage.	36 SECS	Aimed	1	3	1	0	Hacksilver	Foothills Legendary Chest (Requires Winds of Hel)
Level 2 Increases the size of the blast, and inflicts a small amount of Stun damage.			2	4	2	3250	Aegir's Gold	
Level 3 Greatly increases the size of the blast and the amount of Stun damage inflicted.			3	5	3	13000		
Spartan Charge A dash attack that slams enemies with a fiery shield and inflicts a small amount of Burn damage.	24 SECS	Melee	3	1	3	0	Hacksilver	Helheim Legendary Chest
Level 2 Applies a final explosive blast to the slam attack, and greatly increases the Burn damage inflicted.			3	2	4	1500	Aegir's Gold	
Level 3 Pressing R2 after dashing performs a Shield Slam follow up that launches enemies into the air.			4	2	4	6000		



RUNIC ATTACK	COOLDOWN	IMPACT	DMG	BURN	STUN	XP COST	CATCH-UP	LOCATION
HEAVY SPECIALS								
Tartarus Rage A destructive slam attack that hits enemies with 2 Blade slams.	54 SECS	Area	3	0	1	0	Hacksilver	50000
Level 2 Holding R2 charges up and creates a more powerful finishing slam.			4	0	2	4500	Aegir's Gold	30
Level 3 Increases the power of the final slam.			5	0	3	18000		
Fire of Ares A slam attack that sends out a fiery wave.	90 SECS	Area	3	2	0	0	Hacksilver	75000
Level 2 Pressing R2 after the first wave slams down a second wave.			4	3	0	3250	Aegir's Gold	40
Level 3 Pressing R2 after the first and second waves slams down a third wave.			4	4	0	13000		
Prometheus Flame A deadly slam attack that creates a small tear under up to 4 enemies before summoning a large pillar of flame beneath them.	90 SECS	Area	2	3	0	0	Hacksilver	N/A
Level 2 Greatly increases the size of the pillar of flame.			3	4	0	4500	Aegir's Gold	N/A
Level 3 Doubles the number of possible targets from 4 to 8.			3	5	0	18000		
Hyperion Slam A massive slam attack that causes a destructive explosion.	60 SECS	Area	3	2	0	0	Hacksilver	50000
Level 2 Greatly increases the size of the explosion.			3	3	0	1500	Aegir's Gold	30
Level 3 Leaves behind a small hazard that inflicts Burn damage to enemies.			4	4	0	6000		
Meteoric Slam Create a massive shard of fire with the Blades of Chaos before slamming them down and shattering the shard into several pieces, raining fire down in a wide arc away from Kratos and inflicting Burn damage. Be sure you have room to perform this move as you are vulnerable while charging the attack.	120 SECS	Area	3	3	0	0	Hacksilver	50000
Level 2 Increases the number of pieces the shard is shattered into, increasing the effective area.			3	4	0	4500	Aegir's Gold	30
Level 3 Increases the amount of Burn damage each shard explosion inflicts.			4	5	0	18000		
Hyperion Grapple Tosses the Blades of Chaos towards an enemy and on contact, launches Kratos towards them to inflict a large amount of Stun damage.	36 SECS	Aimed	3	0	2	0	Hacksilver	75000
Level 2 Cause a massive area-of-effect concussion on impact with the enemy, hitting all enemies nearby.			4	1	3	3250	Aegir's Gold	40
Level 3 Massively increases the severity of the Stun damage caused by impact.			4	2	4	13000		
Gift of Apollo Temporarily enhance the Blades of Chaos so that every hit gives Kratos a small amount of Health.	120 SECS	Melee	3	2	0	0	Hacksilver	N/A
Level 2 Increases the duration, and adds a small bonus to normal attacks while active.			4	3	0	4500	Aegir's Gold	N/A
Level 3 Further increases the duration, adds a bonus to normal attacks while active, and increases the speed of Kratos' attacks by a small amount.			5	3	0	18000		

Blades Pommels

As soon as you defeat the Helheim Bridge Keeper a set of Pommels for the Blades of Chaos becomes available at Brok and Sindri's shops. The following table provides a full list of available Pommels along with Stats, upgrade costs, and where to find them.

POMMELS	LEVEL	STATS						UPGRADE	RESOURCE	COST	LOCATION
COMMON		STR	RUN	DEF	VIT	LCK	CLD				
Wooden Blade Grips Spartan's Heritage—Crude wooden blade grips. Cannot be sold.	1	8						1			Start with this Pommel
RARE		STR	RUN	DEF	VIT	LCK	CLD				
Deadly Grips of Vitality Slayer's Health Burst—Low Perk activation chance to grant a Health Burst on any successful kill.	5	8			10			1			Konungsgard Stronghold—Hel-Traveler Drop
	6	12			16			2	Hacksilver World Serpent Scale	20000 20	
	7	14			20			3	Hacksilver World Serpent Scale	35000 30	
Weightless Grip of Protection Rising Protective Barrier—Moderate Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, on successfully landing Rising Fury on an enemy.	5	10		10				1			Tyr's Vault Legendary Chest
	6	12		15				2	Hacksilver World Serpent Scale	20000 20	
	7	14		18				3	Hacksilver World Serpent Scale	35000 30	
Deadly Grips of Protection Slayer's Defense—Low Perk activation chance to grant a Gift of Defense on any successful kill.	4	8		8		10		1	Hacksilver	10000	Shop
	5	10		10		13		2	Hacksilver World Serpent Scale	9000 10	
	6	12		15		15		3	Hacksilver World Serpent Scale	20000 20	
Deadly Grips of Magic Slayer's Runic—Low Perk activation chance to grant a Blessing of Runic on any successful kill.	4	8	10				6	1	Hacksilver	10000	Shop
	5	10	12				8	2	Hacksilver World Serpent Scale	9000 10	
	6	12	15				10	3	Hacksilver World Serpent Scale	20000 20	
Deadly Recovery Handles Slayer's Cooldown—Low Perk activation chance to grant a Blessing of Cooldown on any successful kill.	4	8					8	1	Hacksilver	10000	Shop
	5	10					10	2	Hacksilver World Serpent Scale	9000 10	
	6	12					15	3	Hacksilver World Serpent Scale	20000 20	
Precision War Handles Piercing Strength—Moderate Perk activation chance to grant a Gift of Strength on successfully landing Spear of Chaos on an airborne enemy.	4	12				6		1	Hacksilver	10000	Shop
	5	16				10		2	Hacksilver World Serpent Scale	9000 10	
	6	18				13		3	Hacksilver World Serpent Scale	20000 20	
Precision Grips of Fortification Piercing Defense—Moderate Perk activation chance to grant a Gift of Defense on successfully landing Spear of Chaos on an airborne enemy.	4	8		8				1	Hacksilver	10000	Shop
	5	10		10				2	Hacksilver World Serpent Scale	9000 10	
	6	12		15				3	Hacksilver World Serpent Scale	20000 20	
Precision Recovery Handles Piercing Cooldown—Moderate Perk activation chance to grant a Blessing of Cooldown on successfully landing Spear of Chaos on an airborne enemy.	4	8					8	1	Hacksilver	10000	Shop
	5	10					10	2	Hacksilver World Serpent Scale	9000 10	
	6	12					15	3	Hacksilver World Serpent Scale	20000 20	
Weightless War Handles Rising Strength—Moderate Perk activation chance to grant a Gift of Strength on successfully landing Rising Fury on an enemy.	5	10				13		1			Lake of Nine—West side of outer walkway (Requires Blades of Chaos)
	6	12				15		2	Hacksilver World Serpent Scale	20000 10	
	7	14				18		3	Hacksilver World Serpent Scale	35000 20	
Deadly War Handles Slayer's Strength—Low Perk activation chance to grant a Gift of Strength on any successful kill.	4	10	6			10		1			Helheim—Hel-Traveler Drop
	5	12	8			13		2	Hacksilver World Serpent Scale	9000 10	
	6	16	10			15		3	Hacksilver World Serpent Scale	20000 20	
Deadly Grips of Fury Slayer's Rage Burst—Low Perk activation chance to grant a Rage Burst on any successful kill.	4	12	6					1	Hacksilver	10000	Shop
	5	16	8					2	Hacksilver World Serpent Scale	9000 10	
	6	18	10					3	Hacksilver World Serpent Scale	20000 20	

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POMMELS	LEVEL	STATS						UPGRADE	RESOURCE	COST	LOCATION
LEGENDARY		STR	RUN	DEF	VIT	LCK	CLD				
Grips of the Forgotten Flame Aura of Fire—Moderate Perk activation chance on any successful hit to grant Aura of Fire, increasing Strength and restoring a small amount of Health.	4	8			10	6		1	Hacksilver Smoldering Ember	10000 14	Muspelheim Shop
	6	12			16	10		2	Hacksilver Smoldering Ember Crest of Flame	20000 16 8	
	8	16			22	13		3	Hacksilver Smoldering Ember Greater Crest of Flame Crest of Surtr	70000 30 5 1	
	5	10				18		1			
	6	12				20		2	Hacksilver Unyielding Cinders World Serpent Scale	20000 1 10	
	7	14				22		3	Hacksilver Unyielding Cinders World Serpent Scale	35000 1 20	
	6	12	15					1			
	7	12	18					2	Hacksilver Unstable ore World Serpent Scale	35000 1 20	
	8	12	22					3	Hacksilver Unstable ore World Serpent Scale	70000 1 30	
Explosive Grips of Fire Flametongue—Low Perk activation chance to strike with a fiery explosion that inflicts Burn damage to all nearby enemies on any successful Blades hit.	6	12	10				10	1			Helheim—Valkyrie Rota Drop
	7	14	12				15	2	Hacksilver Asgardian Steel	35000 2	
	8	16	12				18	3	Hacksilver Perfect Asgardian Steel	70000 1	
	6	12		18	8			1			
	7	14		20	10			2	Mist Echoes Niflheim Alloy Fragment Hacksilver	2000 5 35000	
	8	16		22	12			3	Mist Echoes Haze Weave Hacksilver	2500 3 70000	
	6	12						1			
	7	14						2			
	8	16						3			
Grips of the Cursed Flame Gift of Fire—Low Perk activation chance to plant a 3-second delayed fire bomb on enemies on any successful Blades hit.	6	12	10				10	1			Niflheim Center Chamber Legendary Chest (7500 Mist Echoes)
	7	14	12				15	2	Hacksilver Asgardian Steel	35000 2	
	8	16	12				18	3	Hacksilver Perfect Asgardian Steel	70000 1	
	6	12		18	8			1			
	7	14		20	10			2	Mist Echoes Niflheim Alloy Fragment Hacksilver	2000 5 35000	
	8	16		22	12			3	Mist Echoes Haze Weave Hacksilver	2500 3 70000	
	6	12						1			
	7	14						2			
	8	16						3			
Blightguard Explosive Blight—Low Perk activation chance to strike with an explosive curse that inflicts Weakness to enemies on any successful hit.	6	12	10				10	1			Helheim—Valkyrie Rota Drop
	7	14	12				15	2	Hacksilver Asgardian Steel	35000 2	
	8	16	12				18	3	Hacksilver Perfect Asgardian Steel	70000 1	
	6	12		18	8			1			
	7	14		20	10			2	Mist Echoes Niflheim Alloy Fragment Hacksilver	2000 5 35000	
	8	16		22	12			3	Mist Echoes Haze Weave Hacksilver	2500 3 70000	
	6	12						1			
	7	14						2			
	8	16						3			
Grips of the Valkyrie Power of the Valkyrie—Low Perk activation chance on any successful Blades hit to grant Power of the Valkyrie, increasing Strength and Runic. (Stacks up to 3 times max.)	6	12	10				10	1			Niflheim Center Chamber Legendary Chest (7500 Mist Echoes)
	7	14	12				15	2	Hacksilver Asgardian Steel	35000 2	
	8	16	12				18	3	Hacksilver Perfect Asgardian Steel	70000 1	
	6	12		18	8			1			
	7	14		20	10			2	Mist Echoes Niflheim Alloy Fragment Hacksilver	2000 5 35000	
	8	16		22	12			3	Mist Echoes Haze Weave Hacksilver	2500 3 70000	
	6	12						1			
	7	14						2			
	8	16						3			

GUARDIAN SHIELD

Kratos carries a collapsible shield attached to his left gauntlet. When you hold down the L1 button, the shield extracts, allowing you to block incoming strikes. Weaker attacks are deflected without incident, while stronger foes may push you back or break the block.

Kratos uses the shield in bare-handed combat, stringing together fist and shield strikes into combos. The shield is best used for parrying an enemy's attack.

By tapping the L1 button just before an enemy's strike makes contact with Kratos, you can turn the attack against the enemy and follow up with your own counterattack.

Parries are extremely effective, but the timing required to pull them off can be tricky. A Draugr swings its sword in a deliberate motion; by parrying midway through the move, Kratos knocks it back with the Guardian Shield. Other attacks may take more practice to figure out, but it's well worth the effort.

Parries are most effective against equal- or lower-level enemies.

Skills

The Shield Combat Skills available to Kratos build on the bare-handed move set and greatly improve counterstrikes. You can even gain the ability to send projectiles back at a long-range attacker with Countering Blast. The Rage Combat Skill tree provides new attacks when in Rage Mode. Invest early in the following Skills and practice your counters to become more effective in combat.

Skill	XP Cost	Prerequisite	Stat Bonus	
			Requirement	
Shield Combat				
Block Break Double-tap L1 to break an enemy's block. This allows you to attack a shield enemy from the front, knocking their shield out of the way and following up with an attack. Block Break can also be used against enemies who block with a two-handed weapon. Weaker enemies can be knocked into the air with this move, allowing you to juggle.	500	None	Create a massive concussive blast on impact that sends enemies flying into the air.	
			Defense	300
Countering Strike Press R1 after a last-second block to counter the attack with a powerful shield strike. This great follow-up to your counters knocks weaker enemies backward. Add extra damage to this attack by knocking the enemy into a wall.	1000	Block Break		
Countering Crush Press R2 after a last-second block to counter the attack with a shield slam. Kratos plows his shield into the ground just in front of the enemy, causing damage to anyone in the immediate area. Lighter monsters may pop up into the air, allowing you to juggle them.	1500	Countering Strike		
Countering Blast Blocking a projectile attack at the last second absorbs the impact and redirects a projectile back toward the attacker. This works against missile-type attacks, such as the Hel-Shadow Archer's javelin or Projectile Draugr's fireball. Time slows down for a second, giving you time to alter your aim; you don't have to deflect the attack back at the caster. Making no adjustment sends the projectile back at the sender.	3000	None		

SKILL	XP COST	PREREQUISITE	STAT BONUS	
			REQUIREMENT	
SHIELD COMBAT				
Guardian Sweep While bare-handed, hold R1 to sweep enemies off their feet and inflict a moderate amount of Stun damage. Kratos performs a powerful strike with his right fist, followed by a shield sweep. This attack has the greatest effect against smaller enemies, as it knocks them off their feet. Bigger foes may become staggered for a moment. You're vulnerable for a second while performing this move, so use it just after evading or when the enemy is staggered.	1500	None	Adds a medium-range concussive blast that inflicts additional Stun damage.	
			Defense	250
Guardian's Justice While bare-handed, hold R2 to perform a shield slam and inflict a moderate amount of Stun damage. After a short pause, Kratos spins around and lunges forward, putting all his momentum into a shield bash. This is a powerful move, but be careful not to start the move with an incoming attack, since there's a moment of vulnerability.	2000	None	Adds a medium-range concussive blast that inflicts additional Stun damage.	
			Defense	250
Guardian's Judgement Press R2 after performing a Guardian's Justice to a concussive blast to the attack that inflicts a massive amount of Stun damage on enemies. This adds a second powerful attack to the shield slam, significantly increasing the enemy's Stun meter. The two-hit combo has a great chance to stagger your opponent.	3000	Guardian's Justice		
Agile Strike While bare-handed and evading, hold the left stick forward and press to perform a quick attack. Use the Agile Strike to dash in against a vulnerable enemy, and follow it up with a combo. This attack has the ability to knock a weaker foe into the air.	1000	None	Adds a medium-range concussive blast that applies Stun damage.	
			Defense	250
Haymaker's Crush While sprinting Bare-Handed, Press R1 to perform a powerful running haymaker attack that sends enemies tumbling a great distance. Catch an enemy off guard by rushing in and hitting with this strong bare-handed strike. If this staggers the enemy, follow up with a combo. Be ready to quickly evade if your opponent is unimpressed.	1500	None	Increased resistance to interruption during this attack.	
			Vitality	75
Shoulder Barrage While sprinting bare-handed, press R2 to perform a powerful shoulder-ram attack that sends enemies flying back. Rush into a pack of enemies and perform this maneuver to clear the area. Add bonus damage by knocking them into a wall. The distance enemies are knocked back depends on their size and level.	2000	None	Adds a medium-range concussive blast that applies Stun damage.	
			Defense	250
Guardian's Revenge Switch stances by quickly pausing after any Bare-Handed attack. Once in new stance, Press R1 to perform a powerful uppercut. Kratos takes a moment to thrust his arms back to the sides, leaving you temporarily vulnerable. The uppercut attack is capable of launching multiple enemies into the air.	3000	None	Increased resistance to interruption during this attack.	
			Vitality	200
Guardian's Fury Switch stances by quickly pausing after any Bare-Handed attack. Once in new stance, Press R2 to perform a leaping shield attack. This provides the ability to attack from a distance out of the delay stance.	2000	Guardian's Revenge	Increased resistance to interruption during this attack.	
			Vitality	200
RAGE COMBAT				
Fury Strike (In Spartan Rage) Press R1 to perform a dashing punch to an enemy. Press again repeatedly to deliver a combo of rapid blows.	0	None		
Fury Drive (In Spartan Rage) Hold R1 to deliver a forceful haymaker that knocks enemies backward at great speed. Hit the enemy into another or the wall for added effect. Fury Drive has the potential to greatly increase a foe's Stun meter.	500	Fury Strike		
Fury Beatdown (In Spartan Rage) Continue pressing R1 to extend the length of punches after a Fury Strike.	1500	Fury Drive		
Spartan Stomp (In Spartan Rage) Press L1 to do a quick stomp that damages and disrupts all nearby enemies. Use the stomp to clear out a group of enemies and stagger them.	1000	None		
Spartan Surge (In Spartan Rage) Hold L1 to charge up a powerful stomp that can launch nearby enemies airborne.	3000	Spartan Stomp		
Raging Smash (In Spartan Rage) Press R2 to jump into the air and slam back down with extreme force, blasting away enemies in front of you.	0	None		
Raging Ultimatum (In Spartan Rage) Hold R2 to perform a more powerful Raging Smash attack with a much wider area-of-effect. Use this stronger attack against groups of grunts to quickly wipe them out in Rage Mode. Adjust your aim while charging the leap when your enemies are on the move.	4500	Raging Smash		
Seething Earth (In Spartan Rage) Press L2 to pick up and hurl a large boulder from the ground that explodes on impact and deals massive damage. Bring out your inner Ogre with this powerful attack.	10000	Raging Ultimatum		

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TALON BOW

Atrius assists Kratos in combat with his trusty Talon Bow. At first he can be called on to shoot his standard arrows, but eventually he begins attacking enemies directly with his bow, using melee strikes and a grapple move. Complete the Alfheim portion of the Journey to receive Light Arrows, then defeat the dragon at the top of the Mountain for Shock Arrows.

By this time, Atrius is a fighting machine and a huge asset in combat. His bow is improved with upgrades, along with Magic and Expert Combat Skills. You also find Runic Summons as you explore the realms, which give Atrius the ability to call on animal spirits to aid in battle. In this section, we list all of these improvements, when they become available, and what they cost.

UPGRADES

Atrius' Talon Bow can be upgraded five times at specific points during the Journey by visiting Brok or Sindri. There's a cost of Hacksilver and a second resource for each upgrade. You must purchase the upgrades in order; in other words, each upgrade is a prerequisite for the next.

The bow's power is increased and Skills are unlocked at each upgrade. With bow upgrade level VI, your quiver is fully recharged with arrows after summoning animals.

	UPGRADE	WHEN AVAILABLE	HACKSILVER COST	RESOURCE COST
BOW	UPGRADE			
Level I	N/A	Wildwoods Troll Fight	Start	
Level II	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Start of River Pass	5000	Soft Svartalfheim Steel 2
Level III	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Arrival at Lake of Nine	10000	Solid Svartalfheim Steel 2
Level IV	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Return to Midgard after Alfheim	22500	Solid Svartalfheim Steel 5
Level V	Increases arrow damage and makes new Talon Bow Skills available for purchase.	Return to Mountain Summit to obtain Mimir's Head	45000	Hardened Svartalfheim Steel 1
Level VI	Increases arrow damage. Runic Summons fully recharge Atreus' quiver with arrows.	Heal Atreus	80000	Hardened Svartalfheim Steel 3
QUIVER	UPGRADE			
Level II	Reduces the Talon Bow's arrow recharge time.	Arrival at Lake of Nine	5000	
Level III	Reduces the Talon Bow's arrow recharge time.	Return to Mountain Summit	25000	
Level IV	Increases arrow capacity to 4.	Second water drop	45000	

Skills

Atreus' Magic Combat Skills improve the effectiveness of his Light and Shock Arrows. Improve the Light Arrows in order to Weaken and Stun enemies more quickly. Purchasing the Shock Arrow Skills improves the Shock status effect and the Shocking Arc.

The Power and Dexterous Shot Skills increase Atreus' damage and bowshot firing rate. The final three Skills improve on his melee combat abilities.

MAGIC COMBAT SKILLS	XP COST	UNLOCK TIER	PREREQUISITE
Light Potency I: Light Arrows inflict more Stun damage to enemies.	250	2	None
Light Potency II: Light Arrows inflict a greater amount of Stun damage to enemies.	1000	3	Light Potency I
Light Potency III: Light Arrows inflict a massive amount of Stun damage to enemies.	2000	4	Light Potency II
Weaken Potency: Light Arrows increase Weaken status effect on enemies.	500	1	None
Explosive Power: Light Arrows cause larger explosions.	1500	3	None
Pure Light: Light Arrow explosions inflict Stun damage on hit.	3000	5	None
Shock Potency I: Shock Arrows inflict more Shock damage to enemies.	250	2	None
Shock Potency II: Shock Arrows inflict a greater amount of Shock damage to enemies.	1000	3	Shock Potency I
Shock Potency III: Shock Arrows inflict a massive amount of Shock damage to enemies.	2000	4	Shock Potency II
Power Overload: Shock Conduit can chain to a greater number of enemies.	500	1	None
Shock Conduit: Shock damage can now be chained between multiple enemies.	1500	3	None
Lasting Shock: Shock duration increased.	3000	5	None
EXPERT COMBAT SKILLS			
Ferocity: Atreus can perform a variety of high Stun attacks when enemies are near.	250	1	None
Acrobatics: While Atreus is choking an enemy, he can perform a combo move if Kratos launches or hits the enemy far away.	500	1	None
Double Team: Atreus will help Kratos when enemies are in certain vulnerable states, or when Kratos is attacked.	250	1	None
Atreus Power I: Increase arrow damage and melee damage.	500	2	None
Atreus Power II: Greatly increases arrow damage and melee damage.	1500	3	Atreus Power I
Atreus Power III: Massively increases arrow damage and melee damage.	3000	4	Atreus Power II
Dexterous Shot I: Increases the Talon Bow's firing rate.	500	2	None
Dexterous Shot II: Greatly Increases the Talon Bow's firing rate.	1500	3	Dexterous Shot I
Dexterous Shot III: Massively increases the Talon Bow's firing rate.	3000	4	Dexterous Shot II

Runic Summons

There are six Runic Summons that provide unique abilities for Atreus. These are found inside chests throughout the realms of Midgard and Alfheim. One Runic Summon can be equipped at a time and called into action by holding the Square button. After each use, a cooldown time must elapse before it can be used again. Atreus can use Light or Shock Arrows with each one.

Each summon can be upgraded twice, providing improved Attributes and effects. The XP cost for each level is as follows:

UPGRADE	XP COST
Level 1	N/A
Level 2	3250
Level 3	13000

BOAR STAMPEDE

		LEVEL 1	LEVEL 2	LEVEL 3
Cooldown	60 seconds			
Location	Thamur's Corpse—Stonebeard King Drop			
Type of Attack	Area			
Damage		0	1	1
Runic		1	2	2
Stun		3	4	5

Hold Square to summon a stampede of boars that charges forth where Kratos is facing. Put target(s) between Kratos and Atreus and be sure to look their way, since that decides the direction in which the boars charge. The boars run in a cone formation with three stragglers in the rear. This staggers weaker enemies in a wide area.

Level 2 - Summons an additional stampede of boars. Several more boars are tacked onto the back of the original stampede.

Level 3 - Summons two additional stampedes of boars. Adds even more boars onto the back of the stampede.

STORM OF THE ELKS

		LEVEL 1	LEVEL 2	LEVEL 3
Cooldown	75 seconds			
Location	River Pass Witch's Yard Legendary Chest (Sand Puzzle)			
Type of Attack	Area			
Damage		3	4	5
Runic		1	1	1
Stun		1	1	1

Hold Square to summon a deer that discharges energy as it walks toward Kratos. As it discharges energy, nearby enemies are staggered for a moment. As the deer vanishes, it detonates and knocks nearby weak enemies into the air. Since the deer moves toward the player, place your target(s) between Atreus and Kratos for greatest effect. Hanging around the deer against melee enemies allows you to pummel them while they're zapped with the energy.

Level 2 - Increases duration to nine seconds, and range to eight meters.

Level 3 - Increases duration to 12 seconds, and range to 10 meters.

FALCONS' DIVE

		LEVEL 1	LEVEL 2	LEVEL 3
Cooldown	90 seconds			
Location	The Mountain Legendary Chest			
Type of Attack	Area			
Damage		2	3	4
Runic		1	1	1
Stun		2	3	4

Hold Square to summon a cast of spectral falcons. The falcons fly around for a second before dive-bombing into the ground. This is best used while Kratos is engaged in close combat with a group of enemies, though the size of the area affected is fairly big.

Level 2 - Summons an additional cast of falcons.

Level 3 - Summons two additional casts of falcons.

MURDER OF CROWS

Cooldown	135 seconds
Location	River Pass Legendary Chest
Type of Attack	Area

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	0	0	1
Runic	3	4	5
Stun	1	1	1

Hold Square to summon a murder of crows that swarms enemies.

The birds hassle any enemies in front of Kratos for several seconds before each one targets an enemy and hits with a small explosion of energy. Take advantage of the opportunity, as weaker enemies are staggered by the pests.

Level 2 - Increases duration to nine seconds, and summons nine total crows.

Level 3 - Increases duration to 10 seconds, and summons 12 total crows.

BITTER SQUIRREL

Cooldown	180 seconds
Location	Light Elf Outpost Legendary Chest
Type of Attack	Support

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	2	3	4
Runic	0	0	0
Stun	0	0	0

Hold Square to summon a squirrel, Ratatoskr, to unearth consumables. If Atreus uses Light Arrows to call the squirrel, a Healthstone is dug up. With Shock Arrows, a Ragestone is found. The stones disappear after about 20 seconds, so don't forget about them. His Ragestones are handy in Muspelheim Trials, where your Rage is reset at the start. Send the squirrel out just before beginning and nab the stones right away.

Level 2 - Ratatoskr unearths an extra consumable. Use Light Arrows for two Healthstones, and Shock Arrows for two Ragestones.

Level 3 - Ratatoskr unearths even more consumables. Light Arrows provide three Healthstones, and Shock Arrows provide three Ragestones.

WRATH OF THE WOLF

Cooldown	110 seconds
Location	Alfheim: Svartálfr Drop
Type of Attack	Area

	LEVEL 1	LEVEL 2	LEVEL 3
Damage	1	1	1
Runic	2	3	4
Stun	2	3	4

Hold Square to summon a wolf that pounces enemies three times. This is most effective against a group of enemies lined up ahead of Atreus. The wolf pounces back and forth, hitting the group three times. The wolf always targets an enemy, so it will turn in order to hit the next one. The wolf does a little damage each pounce, but better yet, it hits with Light or Shock energy and adds Stun.

Level 2 - Summons an additional wolf to aid in combat. The wolves spawn together but split up to manage groups.

Level 3 - Summons two additional wolves to aid in combat. Three wolves are able to cover more enemies.

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Kratos is a strong fighter with evasive maneuvers and a shield. It is possible to take him into the toughest battles with base armor and survive the fight. This requires meticulous timing and extensive knowledge of your enemies. Thankfully we don't need to rely on near-perfect evasion as Kratos benefits from the protection of three pieces of armor: Chest, Wrist, and Waist Armor.

All armor pieces offer a boost in select Stats, while higher-level armor also provide some kind of bonus, such as health regeneration or a buff. While all of Kratos' standard armor can be crafted from a shop once available, many are found or rewarded as you progress through the game. All accumulated armor can be selected from the Armor tab in the Pause menu.

Nearly every piece of armor can be upgraded at a shop in exchange for resources. Upgrades not only increase Stats, but often increase the number of Enchantment Sockets (more on this later in the chapter).

Kratos' standard armor is split into six tiers with recipes unlocked at specific moments during the Journey. Once unlocked, these items can be crafted at Brok and Sindri's shops. These six tiers of armor can be sold back to a shop in exchange for Hacksilver. Armor is sold for a percentage of the Hacksilver you put into it. You do not receive any other resources in return.

ARMOR SHOP AVAILABILITY

JOURNEY MOMENT	ITEMS AVAILABLE
Meet Brok	Tier 1 Chest Armor
Acquire Mystic Gateway access to Brok	Tier 1 Wrist Armor
	Tier 1 Waist Armor
	Tier 2 Chest Armor
Return to Týr's Temple after first Mountain visit	Tier 2 Wrist Armor
	Tier 2 Waist Armor
	Tier 3 Chest Armor
Return to Midgard after Alfheim	Tier 3 Wrist Armor
	Tier 3 Waist Armor

JOURNEY MOMENT	ITEMS AVAILABLE
Lake of Nine 2nd water drop	Tier 4 Chest Armor
	Tier 4 Wrist Armor
	Tier 4 Waist Armor
Heal Atreus	Tier 5 Chest Armor
	Tier 5 Wrist Armor
	Tier 5 Waist Armor
Escape Helheim	Tier 6 Chest Armor
	Tier 6 Wrist Armor
	Tier 6 Waist Armor

Along with the six tiers of standard armor, a number of "special armor" can be unlocked at the shop by completing the tasks listed in the right column. Similar to in game, the color of the left column indicates the rarity of each item: Common, Rare, Legendary, or Epic. Typically, the rarer the armor, the better the Stats.

CHEST ARMOR

Kratos begins the game with the Woven Shoulder Guard of Exile; a crude defensive armor that only provides a boost of 3 Defense.

CHEST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Woven Shoulder Guard of Exile Thick, sturdy strips of leather and fur provide light protection from the dangers of the forest. Cannot be sold.	1	-			3							Start with armor
TIER 1			STR	RUN	DEF	VIT	LCK	CLD				
Reaver Tunic Cheaply made, but sturdy. Commonly used within Reaver clans. Favors Defense.	1	-			10				1	Hacksilver	5000	Shop
	1+	⬡			15				2	Hacksilver Soft Svartalflheim Steel	750 2	
	2	⬡			20				3	Hacksilver Soft Svartalflheim Steel Aegir's Gold	2250 8 10	
Arcane Shoulder Wraps Runic symbols on this simple armor increase Cooldown.	1	-			6			8	1			Foothills Coffin
	1+	⬡			10			10	2	Hacksilver Soft Svartalflheim Steel	750 2	
	2	⬡			16			12	3	Hacksilver Soft Svartalflheim Steel Aegir's Gold	2250 8 10	
Boar Hide Shoulder Guard Reinforced, boiled leather armor. Not very comfortable, but slightly increases Strength.	1	-	12		4				1	Hacksilver	5000	Shop
	1+	⬡	14		8				2	Hacksilver Soft Svartalflheim Steel	750 2	
	2	⬡	16		13				3	Hacksilver Soft Svartalflheim Steel Aegir's Gold	2250 8 10	
TIER 2			STR	RUN	DEF	VIT	LCK	CLD				
Viken Tunic Basic defensive armor that increases Vitality.	2	-			17	4			1	Hacksilver	8000	Shop
	2+	⬡			20	6			2	Hacksilver Soft Svartalflheim Steel	1200 2	
	3	⬡			26	8			3	Hacksilver Soft Svartalflheim Steel Aegir's Gold	3000 11 15	
Runic Scaled Spaulders Basic offensive armor favoring Runic.	2	-		16	13				1	Hacksilver	8000	Alfheim Coffin
	2+	⬡		18	20				2	Hacksilver Soft Svartalflheim Steel	1200 2	
	3	⬡		20	22				3	Hacksilver Soft Svartalflheim Steel Aegir's Gold	3000 11 15	
Wolfskin Shoulder Guard Hardened leather armor designed for a large range of movement. Favors Runic and Strength.	2	-	8	8	14				1	Hacksilver	8000	Shop
	2+	⬡	10	10	20				2	Hacksilver Soft Svartalflheim Steel	1200 2	
	3	⬡	11	11	24				3	Hacksilver Soft Svartalflheim Steel Aegir's Gold	3000 11 15	
TIER 3			STR	RUN	DEF	VIT	LCK	CLD				
Defender's Cuirass Sturdy defensive armor favoring Defense.	3	⬡			30				1	Hacksilver	12800	Shop
	3+	⬡⬡			35				2	Hacksilver Solid Svartalflheim Steel	2000 2	
	4	⬡⬡	10		40				3	Hacksilver Solid Svartalflheim Steel Aegir's Gold	6700 8 20	
Plated Pauldrons of Focus Sturdy armor favoring Cooldown.	3	⬡			26			17	1	Hacksilver	12800	The Mountain Coffin
	3+	⬡			30			19	2	Hacksilver Solid Svartalflheim Steel	2000 2	
	4	⬡⬡	10		34			22	3	Hacksilver Solid Svartalflheim Steel Aegir's Gold	6700 8 20	
Metal-Plated Shoulder Guard Sturdy offensive armor that increases Strength.	3	⬡	20		22				1	Hacksilver	12800	Shop
	3+	⬡	22		27				2	Hacksilver Solid Svartalflheim Steel	2000 2	
	4	⬡⬡	24		31	6			3	Hacksilver Solid Svartalflheim Steel Aegir's Gold	6700 8 20	
TIER 4			STR	RUN	DEF	VIT	LCK	CLD				
Plated Völunder Cuirass Sturdy defensive armor favoring Vitality.	4	⬡	10		36	12			1	Hacksilver	20500	Shop
	4+	⬡⬡	11		40	14			2	Hacksilver Solid Svartalflheim Steel	3300 2	
	5	⬡⬡	12		46	16			3	Hacksilver Solid Svartalflheim Steel Aegir's Gold	9550 10 25	
Runic Wyrmskin Pauldrons Girded defensive armor favoring Runic.	4	⬡	10	24	31				1	Hacksilver	20500	Thamur's Corpse Coffin
	4+	⬡⬡	11	26	40				2	Hacksilver Solid Svartalflheim Steel	3300 2	
	5	⬡⬡	12	28	41				3	Hacksilver Solid Svartalflheim Steel Aegir's Gold	9550 10 25	
Dwarven Runic Pauldron Armor reinforced with Dwarven metal favoring Runic and Strength.	4	⬡	14	14	32	6			1	Hacksilver	20500	Shop
	4+	⬡⬡	15	15	36	7			2	Hacksilver Solid Svartalflheim Steel	3300 2	
	5	⬡⬡	16	16	42	9			3	Hacksilver Solid Svartalflheim Steel Aegir's Gold	9550 10 25	

CHEST ARMOR	LEVEL	SLOTS	STATS					UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD			
TIER 5											
Mythic Pauldrons of Protection Heavily reinforced armor favoring Defense.	5	○○	12		50				1	Hacksilver	37750
	5+	○○○	14		52				2	Hacksilver Solid Svartalfeim Steel	6400 4
Mythic Pauldrons of Clarity Pauldrons reinforced with layered steel of unknown origin, favoring Cooldown.	5	○○	12		44			26	1	Hacksilver	37750
	5+	○○○	14		46			28	2	Hacksilver Solid Svartalfeim Steel	6400 4
Pauldron of the True Warrior Dwarven-forged metal embedded with Ogre teeth, favoring Strength.	5	○○	28		41	9			1	Hacksilver	37750
	5+	○○○	30		43	12			2	Hacksilver Solid Svartalfeim Steel	6400 4
TIER 6											
Ornate Pauldrons of Vigor Heavily fortified armor favoring Defense.	5	○○	15		48	18			1	Hacksilver	37750
	5+	○○○	15		50	20			2	Hacksilver Solid Svartalfeim Steel	6400 4
Pauldrons of the World Serpent Masterfully crafted offensive armor favoring Runic.	5	○○	14	30	43				1	Hacksilver	37750
	5+	○○○	16	32	46				2	Hacksilver Solid Svartalfeim Steel	6400 4
Mythic Pauldron of Arcane Might Fortified steel from a Dwarven forge imbues this offensive armor with increases to Runic and Strength.	5	○○	21	21	44	10			1	Hacksilver	37750
	5+	○○○	23	23	46	12			2	Hacksilver Solid Svartalfeim Steel	6400 4
SPECIAL ARMOR											
Týr's Lost Unity Cuirass Cuirass forged from an offering made to Týr. Blessed with Týr's Luck. Týr's Luck: 6% chance (also increased by Luck) to activate perk when damage taken (Gift of Strength, Aura of Defense or Blessings of Runic).	3	○	5	4	24	3	6	7	1	Hacksilver Offering to Týr	12800 1
	4	○○	7	6	33	4	9	10	2	Aegir's Gold Hacksilver	24 6700
	5	○○○	9	9	43	5	12	13	3	Aegir's Gold Solid Svartalfeim Steel	30 12
										Hacksilver Hardened Svartalfeim Steel	9550 1
										Hacksilver	12800
Pauldron of the Ancients Reinforced plates imbued with the power of an Ancient's Heart grants this armor resistance to all Elemental damage. Elemental Shielding: 15% resistance against Frost, Fire, and Seidr attacks (stacks up to 45%)	3+	○	18		36				1	Ancient's Heart	3
	4	○○	22		42				2	Hacksilver Solid Svartalfeim Steel	3300 4
	5	○○○	26		48				3	Ancient's Heart Hacksilver	1 6400
										Solid Svartalfeim Steel	6
										Ancient's Heart	2
Breastplate of the Traveler Reinforced with battle-hardened metal scraps from the Travelers' armor. Increases Vitality for warriors strong enough to wear it. Protection of the Traveler: Slowly regenerate a protective barrier that absorbs a single attack.	4	○	10		34	20			1	Hacksilver	16400
	5	○○	12		43	25			2	Traveler's Armor Shard Hacksilver	5 6400
	6	○○○	14		45	30			3	Traveler's Armor Shard Solid Svartalfeim Steel	6 4
										Hacksilver	11250
										Traveler's Armor Shard Hardened Svartalfeim Steel	10 1
Brok's Royal Dwarven Breastplate Legendary Dwarven breastplate of the Dvegræðikr, crafted by Brok. Rare metals found across the Nine Realms favor Vitality and Strength. Raging Fury: Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	6	○○	27		58		6		1	Hacksilver	20500
	6+	○○	30		64		8		2	Ultimate Sacrifice Hacksilver	1 75000
	7	○○	33		71		10		3	Pristine Ore of the Realm Asgardian Steel	1 12
										Hacksilver	150000
										Pristine Ore of the Realm	1
Sindri's Royal Dwarven Breastplate Legendary Dwarven breastplate of the Dvegræðikr, crafted by Sindri. Rare metals found across the Nine Realms favor Runic and Cooldown. Striking Protective Barrier: Moderate Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, when using a Runic Attack.	6	○○		28	50		6	26	1	Mist Echoes Smoldering Ember	1500 100
	6+	○○		32	55		8	28	2	Hacksilver	20500
	7	○○		36	62		10	30	3	Ultimate Sacrifice Hacksilver	1 75000
										Pristine Ore of the Realm	1
										Asgardian Steel	12
Cuirass of the Valkyrie A true warrior's armor, forged of metals from Valhalla. A Valkyrie's essence favors Runic and Strength. Warrior's Unstoppable Aura: Low Perk activation chance to grant Unstoppable Aura, preventing interruptions by enemy attacks, on any successful hit.	6	○○	16	12	55	9		23	1	Hacksilver	20500
	7	○○	21	16	68	10		27	2	Ultimate Sacrifice Hacksilver	1 68250
	8	○○○	25	20	84	12		31	3	Perfect Asgardian Steel Mist Echoes	2 1
										Hacksilver	1500
										Greater Crest of Flame Pristine Ore of the Realm	110000 12
Breastplate of Fallen Ash Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Retaliation of Fire: Moderate Perk activation chance to inflict concussive Burn damage to nearby enemies when damage is taken. Equip the complete Fallen Ash set to increase chance.	4	○○	10		40				1	Aesirbane Hacksilver	1 16400
	6	○○	18		64				2	Smoldering Ember Hacksilver	24 11250
	8	○○○	25		90				3	Crest of Flame Smoldering Ember	18 30
										Pristine Ore of the Realm	1
										Crest of Surtr	7
Blazing Magma Pauldrons Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Magma Shield: Moderate Perk activation chance to create a fiery shield that inflicts Burn damage to enemies and prevents interruptions by attacks when damage is taken. Equip the complete Blazing Magma set to increase chance.	4	○○	10		34			22	1	Aesirbane Hacksilver	1 16400
	6	○○	18		54			32	2	Smoldering Ember Hacksilver	24 11250
	8	○○○	25		74			40	3	Crest of Flame Smoldering Ember	18 30
										Pristine Ore of the Realm	1
										Crest of Surtr	7

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CHEST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Smoldering Brimstone Pauldron Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Aura of Fire: Moderate Perk activation chance to grant Aura of Fire, increasing Strength and restoring a small amount of Health, when damage is taken. Equip the complete Smoldering Brimstone set to increase chance.	4	○ ○	24		31	6			1	Hacksilver Smoldering Ember	16400 24	Muspelheim Shop
	6	○ ○	36		50	13			2	Hacksilver Crest of Flame Smoldering Ember	11250 18 30	
	8	○ ○ ○	46		70	20			3	Pristine Ore of the Realm Crest of Surtr Aesirbane Smoldering Ember	1 7 1 60	
Ivaldi's Cuirass of Endless Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	○ ○	20		73	28			1	Mist Echoes Hacksilver	1100 20500	Complete Favor: Ivaldi's Protection
	7+	○ ○	22		76	31			2	Niflheim Alloy Fragment Mist Echoes Smoldering Ember Haze Weave	5 2150 100 3	
	8	○ ○ ○	25		88	35			3	Mist Echoes Greater Crest of Flame Pristine Ore of the Realm Aesirbane	2750 12 1 3	
Ivaldi's Spaulders of Cursed Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	○ ○	20	44	60				1	Mist Echoes Hacksilver	1100 20500	Complete Favor: Ivaldi's Protection
	7+	○ ○	22	47	64				2	Niflheim Alloy Fragment Mist Echoes Smoldering Ember Haze Weave	5 2150 100 3	
	8	○ ○ ○	25	50	70				3	Mist Echoes Greater Crest of Flame Pristine Ore of the Realm Aesirbane	2750 12 1 3	
Ivaldi's Pauldron of Deadly Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	○ ○	30	28	62	16			1	Mist Echoes Hacksilver	1100 20500	Complete Favor: Ivaldi's Protection
	7+	○ ○	32	30	66	18			2	Niflheim Alloy Fragment Mist Echoes Smoldering Ember Haze Weave	5 2150 100 3	
	8	○ ○ ○	35	33	72	20			3	Mist Echoes Greater Crest of Flame Pristine Ore of the Realm Aesirbane	2750 12 1 3	

WRIST ARMOR

WRIST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Worn Wrappings of Exile Stiff leather forearm wraps provide protection, and conceal a dark secret. Cannot be sold.	1	-			2							Start with armor
TIER 1			STR	RUN	DEF	VIT	LCK	CLD				
Reaver Forearm Bands Cheaply made, but sturdy. Commonly used within Reaver clans. Favors Defense.	1	-			7				1	Hacksilver	3750	Shop
	1+	○			12				2	Hacksilver Soft Svartaltheim Steel	750 2	
	2	○			15				3	Hacksilver Soft Svartaltheim Steel Aegir's Gold	1550 5 7	
										Hacksilver	3750	
Arcane Bracers Runic symbols on this simple armor increase Cooldown.	1	-			4			5	1	Hacksilver	750	Foothills Coffin
	1+	○			9			6	2	Hacksilver Soft Svartaltheim Steel	2 2	
	2	○			11			9	3	Hacksilver Soft Svartaltheim Steel Aegir's Gold	1550 5 7	
										Hacksilver	3750	
Boar Hide Bracers Reinforced, boiled leather armor. Not very comfortable, but slightly increases Strength.	1	-	9		3				1	Hacksilver	750	Shop
	1+	○	10		6				2	Hacksilver Soft Svartaltheim Steel	2 2	
	2	○	12		10				3	Hacksilver Soft Svartaltheim Steel Aegir's Gold	1550 5 7	
TIER 2			STR	RUN	DEF	VIT	LCK	CLD				
Viken Bracers Basic defensive armor that increases Vitality.	2	-			13	3			1	Hacksilver	6000	Shop
	2+	○			16	4			2	Hacksilver Soft Svartaltheim Steel	1200 2	
	3	○			20	6			3	Hacksilver Soft Svartaltheim Steel Aegir's Gold	2400 8 11	
										Hacksilver	6000	
Runic Forearm Bracers Basic offensive armor favoring Runic.	2	-	12	10					1	Hacksilver	1200	Alfheim Trench Coffin
	2+	○	13	16					2	Hacksilver Soft Svartaltheim Steel	2 2	
	3	○	15	17					3	Hacksilver Soft Svartaltheim Steel Aegir's Gold	2400 8 11	
										Hacksilver	6000	
Wolfskin Bracers Hardened leather armor designed for a large range of movement. Favors Runic and Strength.	2	-	6	6	10				1	Hacksilver	1200	Shop
	2+	○	7	7	14				2	Hacksilver Soft Svartaltheim Steel	2 2	
	3	○	8	8	17				3	Hacksilver Soft Svartaltheim Steel Aegir's Gold	2400 8 11	
TIER 3			STR	RUN	DEF	VIT	LCK	CLD				
Defender's Arm Guards Sturdy defensive armor favoring Defense.	3	-			23				1	Hacksilver	9600	Shop
	3+	○			26				2	Hacksilver Solid Svartaltheim Steel	2000 2	
	4	○	7		30				3	Hacksilver Solid Svartaltheim Steel Aegir's Gold	3800 5 14	

WRIST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Scaled Bracers of Focus Sturdy armor favoring Cooldown.	3	-			18			13	1	Hacksilver	9600	The Mountain Coffin
	3+	○			21			14	2	Hacksilver	2000	
	4	○	7		26			16	3	Solid Svartalfheim Steel	2	
										Hacksilver	3800	
									Solid Svartalfheim Steel	5		
										Aegir's Gold	14	
Metal-Plated Bracers Sturdy offensive armor that increases Strength.	3	-	15		17				1	Hacksilver	9600	Shop
	3+	○	16		21				2	Hacksilver	2000	
	4	○	18		24	4			3	Solid Svartalfheim Steel	2	
										Hacksilver	3800	
									Solid Svartalfheim Steel	5		
										Aegir's Gold	14	
TIER 4			STR	RUN	DEF	VIT	LCK	CLD				
Plated Völunder Gauntlets Sturdy defensive armor favoring Vitality.	4	-	7		27	9			1	Hacksilver	15400	Shop
	4+	○	8		30	10			2	Hacksilver	3300	
	5	○	9		34	12			3	Solid Svartalfheim Steel	2	
										Hacksilver	5900	
									Solid Svartalfheim Steel	7		
Plated Runeweaver Bracers Girded defensive armor favoring Runic.	4	-	7	18	24				1	Aegir's Gold	18	Thamur's Corpse Coffin
										Hacksilver	15400	
	4+	○	8	19	30				2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
Dwarven Runic Gauntlets Armor reinforced with Dwarven metal favoring Runic and Strength.	5	○	9	21	31				3	Hacksilver	5900	Shop
										Solid Svartalfheim Steel	7	
	4	-	10	10	24	4			1	Aegir's Gold	18	
										Hacksilver	15400	
	4+	○	11	11	27	5			2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	○	12	12	31	7			3	Hacksilver	5900	
										Solid Svartalfheim Steel	7	
										Aegir's Gold	18	
TIER 5			STR	RUN	DEF	VIT	LCK	CLD				
Ornate Bracers of Protection Heavily reinforced armor favoring Defense.	5	○	9		38				1	Hacksilver	28300	Shop
	5+	○○	10		39				2	Hacksilver	6400	
Mythic Bracers of Clarity Bracers reinforced with layered steel of unknown origin, favoring Cooldown.	5	○	9		33			20	1	Solid Svartalfheim Steel	4	Mountain Summit Coffin
										Hacksilver	28300	
	5+	○○	10		35			21	2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Gauntlets of the True Warrior Dwarven-forged metal embedded with Ogre teeth, favoring Strength.	5	○	21		31	7			1	Hacksilver	28300	Shop
	5+	○○	22		33	8			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
TIER 6			STR	RUN	DEF	VIT	LCK	CLD				
Mythic Gauntlets of Vigor Heavily fortified armor favoring Defense.	5	○	10		36	13			1	Hacksilver	28300	Shop
	5+	○○	10		38	15			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
	5	○	10	23	32				1	Hacksilver	28300	
Bracers of the World Serpent Masterfully crafted offensive armor favoring Runic.	5+	○○	12	25	34				2	Hacksilver	6400	The Hall of Týr Coffin
										Solid Svartalfheim Steel	4	
Mythic Gauntlets of Arcane Might Fortified steel from a Dwarven forge imbues this offensive armor with increases to Runic and Strength.	5	○	16	16	33	8			1	Hacksilver	28300	Shop
	5+	○○	18	18	35	9			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
SPECIAL ARMOR			STR	RUN	DEF	VIT	LCK	CLD				
Týr's Lost Unity Gauntlets Gauntlets forged from an offering made to Týr. Blessed with Týr's Luck. Týr's Luck: Low Perk activation chance to grant a short boost to Strength, Defense, or Runic when damage is taken.	3	○○	3	3	18	2	4	5	1	Hacksilver	9600	Complete Favor: Hammer Fall
	4	○○○	5	5	25	3	6	7	2	Offering to Týr	1	
										Aegir's Gold	18	
										Hacksilver	3800	
Gauntlet of the Ancients Reinforced plates imbued with the power of an Ancient's Heart grants this armor resistance to all Elemental damage. Elemental Shielding: 15% resistance against Frost, Fire, and Seidr attacks (stacks up to 45%)	4	○○○	7	7	32	4	8	9	3	Aegir's Gold	22	Complete Labor: Hearts of Stone
										Solid Svartalfheim Steel	8	
	5	○○○	7	7	32	4	8	9	3	Hacksilver	5900	
										Solid Svartalfheim Steel	1	
	3+	○	10	6	27				1	Hacksilver	9600	
	4	○	12	8	32				2	Ancient's Rubble	8	
										Hacksilver	3300	
										Solid Svartalfheim Steel	2	
Gauntlets of the Traveler Reinforced with battle-hardened metal scraps from the Travelers' armor. Increases Vitality for warriors strong enough to wear it. Bare-Handed Damage Increase: Increases the damage inflicted from all Bare-Handed attacks by 6% (stacks up to 18% max).	5	○○	16	10	36				3	Ancient's Rubble	3	Complete Labor: The Road Less Traveled
										Hacksilver	6400	
	4	-	7		25	14			1	Solid Svartalfheim Steel	4	
										Ancient's Rubble	4	
										Hacksilver	12800	
	4		7		25	14				Traveler's Grisly Trophy	18	Complete Labor: Hail to the King
										Traveler's Armor Shard	3	
	5	○	9		32	18			2	Hacksilver	6400	
										Traveler's Grisly Trophy	21	
									Traveler's Armor Shard	4		
										Solid Svartalfheim Steel	2	
Brok's Royal Dwarven Gauntlets Legendary Dwarven gauntlets of the Dvergæðikr, crafted by Brok. Rare metals found across the Nine Realms favor Vitality and Strength. Raging Fury: Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	6	○○	10		33	21			3	Hacksilver	11250	
	4	-	7		25	14			1	Traveler's Grisly Trophy	34	
										Traveler's Armor Shard	6	
										Hardened Svartalfheim Steel	1	
	6	○	20		43		5		1	Hacksilver	15400	Complete Favor: Hail to the King
	6+	○	22		48		6		2	Screams of the Innocent	1	
										Hacksilver	50000	
										Pristine Scales of the Realm	1	
										Asgardian Steel	2	
	7	○○	24		53		8		3	Hacksilver	100000	
	4	○○	24		53		8		3	Pristine Scales of the Realm	1	
										Mist Echoes	1200	
										Smoldering Ember	50	

WRIST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Sindri's Royal Dwarven Gauntlets Legendary Dwarven gauntlets of the Dvergæðikr, crafted by Sindri. Rare metals found across the Nine Realms favor Runic and Cooldown. Fire Mastery: Increases all Burn damage inflicted by 15% (stacks up to 50% max).	6	○		20	38		5	20	1	Hacksilver Screams of the Innocent	15400 1	Complete Favor: Hail to the King
	6+	○		24	42		6	22	2	Hacksilver Pristine Scales of the Realm Asgardian Steel	50000 2 1	
	7	○ ○		28	46		8	24	3	Hacksilver Pristine Scales of the Realm Mist Echoes Smoldering Ember	100000 1 1200 50	
	6	○ ○	12	9	42	6		17	1			
	7	○ ○	16	12	51	8		20	2	Hacksilver Asgardian Steel Perfect Asgardian Steel	68250 2 1	
	8	○ ○ ○	19	15	63	9		23	3	Hacksilver Greater Crest of Flame Pristine Scales of the Realm Haze Weave	110000 5 1 2	
Gauntlets of the Valkyrie A true warrior's armor, forged of metals from Valhalla. A Valkyrie's essence favors Runic and Strength.	4	○ ○	7		30				1	Hacksilver Smoldering Ember	12800 18	Muspelheim Shop
	6	○ ○	14		48				2	Hacksilver Crest of Flame Smoldering Ember	11250 13 24	
	8	○ ○ ○	20		70				3	Pristine Scales of the Realm Crest of Surtr Aesirbane Smoldering Ember	1 4 1 48	
Gauntlets of Fallen Ash Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Retaliation of Fire: Moderate Perk activation chance to inflict concussive Burn damage to nearby enemies when damage is taken. Equip the complete Fallen Ash set to increase chance.	4	○ ○	7		26			16	1	Hacksilver Smoldering Ember	12800 18	Muspelheim Shop
	6	○ ○	14		40			25	2	Hacksilver Crest of Flame Smoldering Ember	11250 13 24	
	8	○ ○ ○	20		54			32	3	Pristine Scales of the Realm Crest of Surtr Aesirbane Smoldering Ember	1 4 1 48	
Blazing Magma Wrappings Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Magma Shield: Moderate Perk activation chance to create a fiery shield that inflicts Burn damage to enemies and prevents interruptions by attacks when damage is taken. Equip the complete Blazing Magma set to increase chance.	4	○ ○	18		24	4			1	Hacksilver Smoldering Ember	12800 18	Muspelheim Shop
	6	○ ○	28		38	10			2	Hacksilver Crest of Flame Smoldering Ember	11250 13 24	
	8	○ ○ ○	37		51	15			3	Pristine Scales of the Realm Crest of Surtr Aesirbane Smoldering Ember	1 4 1 48	
Smoldering Brimstone Gauntlets Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Aura of Fire: Moderate Perk activation chance to grant Aura of Fire, increasing Strength and restoring a small amount of Health, when damage is taken. Equip the complete Smoldering Brimstone set to increase chance.	4	○ ○	16		55	21			1	Mist Echoes Hacksilver Niflheim Alloy Fragment	825 15400 3	Complete Favor: Ivaldi's Protection
	7+	○ ○	18		60	23			2	Mist Echoes Haze Weave	1600 1	
	8	○ ○ ○	20		66	25			3	Mist Echoes Greater Crest of Flame Pristine Scales of the Realm Aesirbane	2075 5 1 1	
Ivaldi's Gauntlets of Endless Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim. Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	○ ○	16	34	44				1	Mist Echoes Hacksilver Niflheim Alloy Fragment	825 15400 3	Complete Favor: Ivaldi's Protection
	7+	○ ○	18	36	46				2	Mist Echoes Haze Weave	1600 1	
	8	○ ○ ○	20	40	51				3	Mist Echoes Greater Crest of Flame Pristine Scales of the Realm Aesirbane	2075 5 1 1	
Ivaldi's Bracers of Cursed Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim. Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	○ ○	24	22	46	12			1	Mist Echoes Hacksilver Niflheim Alloy Fragment	825 15400 3	Complete Favor: Ivaldi's Protection
	7+	○ ○	26	24	48	13			2	Mist Echoes Haze Weave	1600 1	
	8	○ ○ ○	28	26	53	15			3	Mist Echoes Greater Crest of Flame Pristine Scales of the Realm Aesirbane	2075 5 1 1	

WAIST ARMOR

WAIST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Burnished Belt of Exile A simple belt made from animal hide. Functional and versatile. Cannot be sold.	1	-			2							Start with armor
TIER 1												
Reaver Belt Cheaply made, but sturdy. Commonly used within Reaver clans. Favors Defense.	1	-			7				1	Hacksilver	3750	Shop
	1+	○			12				2	Hacksilver Soft Svartalfheim Steel	750 2	
	2	○			15				3	Hacksilver Soft Svartalfheim Steel Aegir's Gold	1550 5 7	
	1	-			4			5	1	Hacksilver	3750	
Arcane Waist Guard Runic symbols on this simple armor increase Cooldown.	1+	○			9			6	2	Hacksilver Soft Svartalfheim Steel	750 2	Foothills Coffin
	2	○			11			9	3	Hacksilver Soft Svartalfheim Steel Aegir's Gold	1550 5 7	

Waist Armor	Level	Slots	Stats						Upgrade	Resource	Cost	Location
			Str	Run	Def	Vit	Lck	CLD				
Boar Hide Belt Reinforced, boiled leather armor. Not very comfortable, but slightly increases Strength.	1	-	9		3				1	Hacksilver	3750	Shop
	1+	⬡	10		6				2	Hacksilver	750	
										Soft Svartalfheim Steel	2	
	2	⬡	12		10				3	Hacksilver	1550	
										Soft Svartalfheim Steel	5	
										Aegir's Gold	7	
Tier 2			Str	Run	Def	Vit	Lck	CLD				
Viken Waist Guard Basic defensive armor that increases Vitality.	2	-			13	3			1	Hacksilver	6000	Shop
	2+	⬡			16	4			2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡			20	6			3	Hacksilver	2400	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	11	
Runic War Belt Basic offensive armor favoring Runic.	2	-		12	10				1	Hacksilver	6000	Alfheim Ringed Temple Coffin
	2+	⬡		13	16				2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡		15	17				3	Hacksilver	2400	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	11	
Wolfskin Waist Guard Hardened leather armor designed for a large range of movement. Favors Runic and Strength.	2	-	6	6	10				1	Hacksilver	6000	Shop
	2+	⬡	7	7	14				2	Hacksilver	1200	
										Soft Svartalfheim Steel	2	
	3	⬡	8	8	17				3	Hacksilver	2400	
										Soft Svartalfheim Steel	8	
										Aegir's Gold	11	
Tier 3			Str	Run	Def	Vit	Lck	CLD				
Defender's Waist Guard Sturdy defensive armor favoring Defense.	3	-			23				1	Hacksilver	9600	Shop
	3+	⬡			26				2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⬡	7		30				3	Hacksilver	3800	
										Solid Svartalfheim Steel	5	
										Aegir's Gold	14	
Scaled Waist Guard of Focus Sturdy armor favoring Cooldown	3	-			18			13	1	Hacksilver	9600	The Mountain Coffin
	3+	⬡			21			14	2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⬡	7		26			16	3	Hacksilver	3800	
										Solid Svartalfheim Steel	5	
										Aegir's Gold	14	
Metal-Plated Waist Guard Sturdy offensive armor that increases Strength.	3	-	15		17				1	Hacksilver	9600	Shop
	3+	⬡	16		21				2	Hacksilver	2000	
										Solid Svartalfheim Steel	2	
	4	⬡	18		24	4			3	Hacksilver	3800	
										Solid Svartalfheim Steel	5	
										Aegir's Gold	14	
Tier 4			Str	Run	Def	Vit	Lck	CLD				
Plated Völunder Waist Guard Sturdy defensive armor favoring Vitality.	4	-	7		27	9			1	Hacksilver	15400	Shop
	4+	⬡	8		30	10			2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡	9		34	12			3	Hacksilver	5900	
										Solid Svartalfheim Steel	7	
										Aegir's Gold	18	
Runeweaver War Belt Girded defensive armor favoring Runic.	4	-	7	18	24				1	Hacksilver	15400	Thamur's Corpse Coffin
	4+	⬡	8	19	30				2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡	9	21	31				3	Hacksilver	5900	
										Solid Svartalfheim Steel	7	
										Aegir's Gold	18	
Dwarven Runic War Belt Armor reinforced with Dwarven metal favoring Runic and Strength.	4	-	10	10	24	4			1	Hacksilver	15400	Shop
	4+	⬡	11	11	27	5			2	Hacksilver	3300	
										Solid Svartalfheim Steel	2	
	5	⬡	12	12	31	7			3	Hacksilver	5900	
										Solid Svartalfheim Steel	7	
										Aegir's Gold	18	
Tier 5			Str	Run	Def	Vit	Lck	CLD				
Plated Waist Guard of Protection Heavily reinforced armor favoring Defense.	5	⬡	9		38				1	Hacksilver	28300	Shop
	5+	⬡⬡	10		39				2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Mythic War Belt of Clarity Belt reinforced with layered steel of unknown origin, favoring Cooldown.	5	⬡⬡	9		33			20	1	Hacksilver	28300	Mountain Coffin (Return visit)
	5+	⬡⬡	10		35			21	2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Waist Guard of the True Warrior Reinforced offensive armor of Dwarven-forged steel, favoring Strength.	5	⬡	21		31	7			1	Hacksilver	28300	Shop
	5+	⬡⬡	22		33	8			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
Tier 6			Str	Run	Def	Vit	Lck	CLD				
Mythic Battle Belt of Vigor Heavily fortified armor favoring Defense.	5	⬡	10		36	13			1	Hacksilver	28300	Shop
	5+	⬡⬡	10		38	15			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
War Belt of the World Serpent Masterfully crafted offensive armor favoring Runic.	5	⬡	10	23	32				1	Hacksilver	28300	Hall of Týr Coffin
	5+	⬡⬡	12	25	34				2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	

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WAIST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Mythic War Belt of Arcane Might Fortified steel from a Dwarven forge imbues this offensive armor with increases to Runic and Strength.	5	○	16	16	33	8			1	Hacksilver	28300	Shop
	5+	○○	18	18	35	9			2	Hacksilver	6400	
										Solid Svartalfheim Steel	4	
SPECIAL ARMOR			STR	RUN	DEF	VIT	LCK	CLD				
Týr's Lost Unity Belt Forged from an offering made to Týr. Blessed with Týr's Luck, this armor favors Defense and Cooldown. Týr's Luck: Low Perk activation chance to grant a short boost to Strength, Defense, or Runic when damage is taken.	3	○○	3	3	18	2	4	5	1	Hacksilver	15400	Complete Favor: Anatomy of Hope
										Offering to Týr	1	
										Aegir's Gold	18	
	4	○○○	5	5	25	3	6	7	2	Hacksilver	6400	
										Aegir's Gold	22	
Belt of the Ancients Reinforced plates imbued with the power of an Ancient's Heart grants this armor resistance to all Elemental damage. Elemental Shielding: 15% resistance against Frost, Fire, and Seiðr attacks (stacks up to 45%)										Solid Svartalfheim Steel	8	Complete Labor: Hearts of Stone
	5	○○○	7	7	32	4	8	9	3	Hacksilver	19500	
										Hardened Svartalfheim Steel	1	
	3+	○	6		27			10	1	Hacksilver	9600	
										Ancient's Rubble	8	
War Belt of the Traveler Reinforced with battle-hardened metal scraps from the Travelers' armor. Increases Vitality for warriors strong enough to wear it.	4	○	7		25	14			1	Hacksilver	12800	Complete Labor: The Road Less Traveled
										Traveler's Grisly Trophy	12	
	5	○	9		32	18			2	Hacksilver	6400	
										Traveler's Grisly Trophy	12	
										Solid Svartalfheim Steel	2	
Brok's Royal Dwarven Waist Guard Legendary Dwarven waist guard of the Dvegræðikr, crafted by Brok. Rare metals found across the Nine Realms favor Vitality and Strength. Raging Fury: Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	6	○	20		43		5		1	Hacksilver	15400	Complete Favor: Hail to the King
										Dragon's Fury	1	
	6+	○	22		48		6		2	Hacksilver	50000	
										Pristine Scales of the Realm	1	
										Asgardian Steel	2	
Sindri's Royal Dwarven Waist Guard Legendary Dwarven waist guard of the Dvegræðikr, crafted by Sindri. Rare metals found across the Nine Realms favor Runic and Cooldown. Frost Mastery: Increases all Frost damage inflicted by 15% (stacks up to 50% max).	7	○○	24		53		8		3	Hacksilver	100000	Complete Favor: Hail to the King
										Pristine Scales of the Realm	1	
										Mist Echoes	1200	
										Smoldering Ember	50	
	6	○		20	38		5	20	1	Hacksilver	15400	Complete Favor: Hail to the King
Waist Guard of the Valkyrie A true warrior's armor, forged of metals from Valhalla. A Valkyrie's essence favors Runic and Strength. Striking Runic: High Perk activation chance to grant a Blessing of Runic when using a Runic Attack.										Dragon's Fury	1	
	6+	○		24	42		6	22	2	Hacksilver	50000	
										Pristine Scales of the Realm	1	
										Asgardian Steel	2	
	7	○○		28	46		8	24	3	Hacksilver	100000	
War Belt of Fallen Ash Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Retaliation of Fire: Moderate Perk activation chance to inflict concussive Burn damage to nearby enemies when damage is taken. Equip the complete Fallen Ash set to increase chance.										Mist Echoes	1200	Muspelheim Shop
										Smoldering Ember	50	
	6	○○	12	9	42	6		17	1	Hacksilver	68250	Alfheim—Valkyrie Olrun
										Asgardian Steel	2	
	7	○○○	16	12	51	8		20	2	Perfect Asgardian Steel	1	
Blazing Magma War Belt Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Magma Shield: Moderate Perk activation chance to create a fiery shield that inflicts Burn damage to enemies and prevents interruptions by attacks when damage is taken. Equip the complete Blazing Magma set to increase chance.	8	○○○	19	15	63	9		23	3	Hacksilver	110000	Muspelheim Shop
										Greater Crest of Flame	5	
										Pristine Scales of the Realm	1	
										Haze Weave	2	
	4	○○	7		30				1	Hacksilver	9600	Muspelheim Shop
Smoldering Brimstone Battle Belt Armor forged in the Realm of Fire. Upgrade with Smoldering Embers to release its true potential. Aura of Fire: Moderate Perk activation chance to grant Aura of Fire, increasing Strength and restoring a small amount of Health, when damage is taken. Equip the complete Smoldering Brimstone set to increase chance.										Smoldering Ember	18	
	6	○○	14		48				2	Hacksilver	11250	Muspelheim Shop
										Crest of Flame	13	
										Smoldering Ember	24	
	8	○○○	20		70				3	Pristine Scales of the Realm	1	
Ivaldi's War Belt of Endless Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim. Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)										Crest of Surtr	4	Complete Favor: Ivaldi's Protection
										Aesirbane	1	
										Smoldering Ember	48	
										Mist Echoes	825	
	7	○○	16		55	21			1	Hacksilver	15400	
										Niflheim Alloy Fragment	3	Complete Favor: Ivaldi's Protection
	7+	○○	18		60	23			2	Mist Echoes	1600	
										Haze Weave	1	
										Mist Echoes	2075	
	8	○○○	20		66	25			3	Greater Crest of Flame	15	
										Pristine Dust of the Realm	1	Complete Favor: Ivaldi's Protection
										Aesirbane	1	

WAIST ARMOR	LEVEL	SLOTS	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	VIT	LCK	CLD				
Ivaldi's War Belt of Cursed Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim. Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	7	○ ○	16	34	44				1	Mist Echoes	825	Complete Favor: Ivaldi's Protection
										Hacksilver	15400	
										Niflheim Alloy Fragment	3	
	7+	○ ○	18	36	46				2	Mist Echoes	1600	
										Haze Weave	1	
										Mist Echoes	2075	
Ivaldi's War Belt of Deadly Mist Mist Echoes imbue this armor with great power, and increases your resistance to the Cursed Mist of Niflheim. Regenerating Essence: Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	8	○ ○ ○	20	40	51				3	Greater Crest of Flame	15	Complete Favor: Ivaldi's Protection
										Pristine Dust of the Realm	1	
										Aesirbane	1	
	7	○ ○	24	22	46	12			1	Mist Echoes	825	
										Hacksilver	15400	
										Niflheim Alloy Fragment	3	
	7+	○ ○	26	24	48	13			2	Mist Echoes	1600	Complete Favor: Ivaldi's Protection
										Haze Weave	1	
										Mist Echoes	2075	
	8	○ ○ ○	28	26	53	15			3	Greater Crest of Flame	15	
										Pristine Dust of the Realm	1	
										Aesirbane	1	

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TALISMANS

Kratos is able to equip one Talisman, which provides a boost to certain Stats along with a bonus. Some Talismans have an ability that can be activated, though you must wait the given cooldown time before using it again. It is well worth the effort to seek out higher-end Talismans, which provide great bonuses such as the following: a Realm Shift, a powerful shockwave, or a burst of health. While Enchantment Sockets are not common in Talismans, there are a few that provide this benefit.

THE SHATTERED GAUNTLET OF AGES' TRUE POTENTIAL

A decent Talisman as is, the Shattered Gauntlet of Ages sees its full potential once fully upgraded and equipped with the appropriate Enchantments. While the location of the enchantments remains a mystery, finding them is likely to increase the power of the gauntlet greatly.

TALISMAN	LEVEL	COOLDOWN	STATS							UPGRADE	RESOURCE	COST	LOCATION
COMMON			STR	RUN	DEF	TGH	LCK	CLD					
Talisman of Resolute Might Grants a short boost to Strength when Kratos' Health drops to a critical level.	1	N/A	4		2				1	Hacksilver	3000	Shop	
	2		6		4				2	Hacksilver	2250		
	3		8		6				3	Hacksilver	3500		
	4		10		8				4	Hacksilver	6000		
										Dust of Realms	4		
Talisman of Resolute Protection Grants an invincible barrier for several seconds when Kratos' Health drops to a critical level.	1	N/A			2	4			1	Hacksilver	3000	Shop	
	2				4	6			2	Hacksilver	2250		
	3				6	8			3	Hacksilver	3500		
	4				8	10			4	Hacksilver	6000		
										Dust of Realms	7		
Talisman of Eternal Fury Gain a Rage Burst. Also has a Passive Effect that increases the amount of Rage gained from combat as well as the duration of Spartan Rage.	2	75 secs	6		4				1	Hacksilver	7000	Shop	
	3	65 secs	8		6				2	Hacksilver	10000		
	4	60 secs	10		8				3	Hacksilver	15000		
										Dust of Realms	4		
Talisman of Rejuvenating Fury Release a shockwave that inflicts a moderate amount of Stun damage to nearby enemies. Also has a Passive Effect that restores a small amount of Health every time an enemy is Stun Grabbed.	2	60 secs	6		2			4	1	Hacksilver	5000	Shop	
	3	55 secs	8		4			6	2	Hacksilver	3250		
	4	50 secs	10		6			8	3	Hacksilver	7000		
										Dust of Realms	4		
Talisman of Concentrated Vitality Gain a burst of Health.	1	120 secs			2	4			1			Witch's Cave Legendary Chest	
	2	115 secs			4	6			2	Hacksilver	3250		
	3	110 secs			6	8			3	Hacksilver	7000		
	4	105 secs			8	10			4	Hacksilver	12000		
										Dust of Realms	12		
Talisman of Betrayal To activate, Press R3 while aiming to slow down time. Ranged attacks in this mode are more powerful.	1	N/A			2			2	1			Complete Favor: Fafnir's Hoard	
	2				4			4	2	Hacksilver	5000		
	3				6			6	3	Hacksilver	10000		
	4				8			8	4	Hacksilver	15000		
										Dust of Realms	7		
Tyr's Talisman One-half of an ancient Talisman, famed for its great luck, that once belonged to the god Tyr. Greatly increases Luck, and gives a small increase to all other Stats.	2	N/A	2	2	2	2	10	2	1			Complete Favor: Anatomy of Hope	
	3		4	4	4	4	15	4	2	Hacksilver	3250		

TALISMAN	LEVEL	COOLDOWN	STR		RUN		STATS DEF		VIT	LCK	CLD	UPGRADE	RESOURCE	COST	LOCATION	
RARE																
Talisman of Unbound Potential Refresh all Runic Attack cooldowns. Also has a Passive Effect that increases Runic when a Runic Attack is on cooldown.	3	180 secs			8	6					4	1	Hacksilver	15000	Shop	
	4	175 secs			10	8					6	2	Hacksilver	10000		
													Dust of Realms	7		
	5	170 secs			12	10					8	3	Hacksilver	20000		
													Dust of Realms	12		
	7	165 secs			14	12					10	4	Hacksilver	40000		
													Dust of Realms	18		
Golden Talisman of Protection Press L1 immediately after being hit to recover faster. Also has a Passive Effect that increases the timing window on parries, and greatly increases Defense when blocking.	2	n/a				4					4	1			Stone Falls Legendary Chest	
	3					6			6	2	Hacksilver	12000				
											Dust of Realms	4				
	4					8			8	3	Hacksilver	15000				
										Dust of Realms	7					
	5				10			10	4	Hacksilver	17500					
													Dust of Realms	12		
Amulet of Kvasir A last-second dodge activates Realm Shift, temporarily slowing down surrounding enemies. Upgrading this item increasing the duration of Realm Shift.	2	n/a				4					4	1			Alfheim (Light Elf Sanctuary) Legendary Chest	
	3					6			6	2	Hacksilver	12000				
											Dust of Realms	4				
	4					8			8	3	Hacksilver	17500				
										Dust of Realms	7					
	5				10			10	4	Hacksilver	40000					
													Dust of Realms	12		
Horn of Heimdall Unleash a powerful attack that inflicts Stun damage and knocks back nearby enemies. This effect has a cooldown. Also has a passive effect that reduces this Talisman's cooldown on successful blocks and parries.	3	n/a				6						1			Veithurgard— Dauði Hamarr Drop	
	4					8				2	Hacksilver	10000				
											Dust of Realms	7				
	5					10			3	Hacksilver	20000					
										Dust of Realms	12					
	6				12			4	Hacksilver	40000						
													Dust of Realms	18		
LEGENDARY																
Sinmara's Cinder Summon a raging Muspelheim maelstrom that prevents Kratos' attacks from being interrupted, reduces the amount of damage he takes, and inflicts normal and Burn damage to all nearby enemies.	5	120 secs	10		8	6						1	Hacksilver	17500	Muspelheim Shop	
													Smoldering Ember	14		
	6	115 secs	14		13	10					2	Hacksilver	32000			
													Smoldering Ember	16		
													Crest of Flame	8		
	7	110 secs	20		17	12					3	Hacksilver	55000			
												Smoldering Ember	30			
												Greater Crest of Flame	5			
												Crest of Surtr	1			
Hvergelmir Stone Summon a cleansing fog that restores a small amount of Health, and increases the amount of time Kratos can stay in the Cursed Mist of Niflheim.	6	120 secs			13	16	11					1	Hacksilver	32000	Niflheim Shop	
													Mist Echoes	1000		
													Hacksilver	55000		
	7	110 secs			15	18	14				2	Mist Echoes	1750			
													Niflheim Alloy Fragment	3		
													Haze Weave	1		
	8	105 secs			17	20	16				3	Hacksilver	90000			
												Mist Echoes	2500			
												Aesirbane	1			
													Haze Weave	2		
EPIC																
Aegir's Protection Create a small defensive zone that prevents Kratos' attacks from being interrupted, and reduces the amount of damage he takes. When upgraded, it restores a small amount of Health as well.	4	120 secs			8							1			Landsuther Mines—Dark Elf Lord Drop	
	6	110 secs			13						2	Hacksilver	32000			
													Dust of Realms	25		
													Pure Realm Essence	1		
	8	100 secs			17						3	Hacksilver	90000			
												Dust of Realms	25			
												Pure Realm Essence	3			
Shattered Gauntlet of Ages An ancient relic of Hel deemed too powerful to remain whole, fragments of its former strength lie scattered throughout the realms...	6	120 secs			8							1			Northri Stronghold— Traveler Drop	
	7	120 secs			13						2	Hacksilver	55000			
													Dust of Realms	18		
													Dragon Scale	2		
	8	120 secs			17						3	Hacksilver	90000			
												Dust of Realms	25			
												Dragon Scale	3			
Talisman of the Realms Summon a Realm Shift that temporarily slows down surrounding enemies. Upgrade to increase the duration of Realm Shift.	6	120 secs	8		13						14	1			Witch's Cave— Valkyrie Kara Drop	
	7	110 secs	10		15					16	2	Hacksilver	55000			
													Dust of Realms	18		
													Asgardian Steel	2		
	8	100 secs	12		17					20	3	Hacksilver	90000			
												Dust of Realms	25			
												Perfect Asgardian Steel	1			
Talisman of Cursed Power Unleash a wave of Cursed Mist that instantly Weakens all surrounding enemies by lowering their overall Stats.	5	120 secs		8	16							1			Niflheim Realm Tear (15,000 Mist Echoes, Revenants x3)	
	6	110 secs		10	18						2	Hacksilver	32000			
													Mist Echoes	2000		
													Niflheim Alloy Fragment	5		
	7	100 secs		12	20						3	Hacksilver	55000			
												Mist Echoes	2500			
													Haze Weave	5		
	8	90 secs		15	22						4	Hacksilver	90000			
													Mist Echoes	3000		
													Aesirbane	1		

TALISMAN	LEVEL	COOLDOWN	STATS						UPGRADE	RESOURCE	COST	LOCATION
			STR	RUN	DEF	TGH	LCK	CLD				
The Charm of Infinite Storms Summon a storm of ice that prevents Kratos' attacks from being interrupted, reduces the amount of damage he takes, and inflicts normal and Frost damage to all nearby enemies.	4	150 secs		12	8			4	1			Helheim Legendary Chest (Requires Atreus)
	5	145 secs		15	10			6	2	Hacksilver	17500	
										Dust of Realms	18	
										Glacial Catalyst	1	
	6	140 secs		17	13			8	3	Hacksilver	32000	
										Dust of Realms	25	
										Glacial Catalyst	1	
	8	135 secs		20	17			10	4	Hacksilver	90000	
										Dust of Realms	33	
										Glacial Catalyst	1	

ENCHANTMENTS

Enchantments are bonuses that can be added to Kratos' equipment. They all provide a small boost to select Stats, but many also give some kind of bonus, such as a burst of health or Strength at specified activation points. These Enchantments are slotted into your equipment via Enchantment Sockets.

Much of the armor that you find, earn, and purchase features Enchantment Sockets. The most basic pieces do not start out with any, but anything upgraded to Level 3 or above common has at least one slot. Better sets possess three sockets once fully upgraded. A couple of select Talismans also have this feature.

Randomly Generated Enchantments

Many Enchantments found as you explore the realms are randomly generated. The names of these perks give you a clue what to expect. Unlocked as you progress through the Journey, Huldra Shops allow you to generate a random Enchantment. Common Enchantment costs 3000 Hacksilver and 2 Enchanted Dust. Rare is 10000 Hacksilver and 10 Enchanted Dust. Legendary requires 15000 Hacksilver and 50 Enchanted Dust. Epic will set you back 15000 Hacksilver and 250 Enchanted Dust.

Stat Boost

The last word in the name specifies which Stats are given a boost. As you can see from the following table, if only one Stat is Affected, it is given the name of that Stat. If two Stats are boosted, a unique name is given.

The Huldra Shops offer a variety of Symbol of ____ Enchantments for sale. Keep an eye out for a random Epic Enchantment called Shard ____ of the Realm that can boost any Stat for a maximum of 15.

	STRENGTH	DEFENSE	VITALITY	RUNIC	LUCK	COOLDOWN
Strength	Courage	Heart	Berserk	Rune-Fighting	Triumph	Vigor
Defense	-	Perseverance	Survival	Determination	Providence	Consideration
Vitality	-	-	Menace	Fervor	Resilience	Tenacity
Runic	-	-	-	Cunning	Bounty	Concentration
Luck	-	-	-	-	Shadows	Fortune
Cooldown	-	-	-	-	-	Defiance

Burst and Buff Effect

If the first word in a generated Enchantment is one of the following, it has a chance to provide the corresponding burst or buff effect.

PERK EFFECT	ADJECTIVE
Cooldown Burst	Inscribed
Runic Buff	Etched
Health	Polished
Shield	Inlaid

PERK EFFECT	ADJECTIVE
Defense Buff	Sturdy
Offense Buff	Sharp
Rage	Jagged

The burst or buff is activated by one of six actions. The following list shows how the middle term in the Enchantment name affects this activation method.

TERM	BURST/BUFF ACTIVATED...
Brand	on any successful axe cleave attack
Crest	on a successful block or parry
Relic	at low health
Sigil	whenever an enemy is defeated
Sign	after taking damage

Enchantment Perks

Here is a list of possible burst/buff bonuses. As you can see, some have a higher chance of success than others.

PERK	DESCRIPTION
RANDOM	
Defender's Cooldown	Moderate Perk activation chance to grant a Blessing of Cooldown on any successful block.
Defender's Rage Burst	Moderate Perk activation chance to grant a short burst of Rage on any successful block.
Duelist's Runic	High Perk activation chance to grant a short boost to Runic on any successful parry.
Duelist's Defense	High Perk activation chance to grant a Gift of Defense on any successful parry.
Duelist's Strength	High Perk activation chance to grant a Gift of Strength on any successful parry.
Duelist's Health Burst	High Perk activation chance to grant a Health Burst on any successful parry.
Duelist's Protective Barrier	High Perk activation chance to grant Protective Barrier, preventing damage from enemy attacks, on any successful parry.
Berserker's Cooldown	Very low Perk activation chance to grant a Blessing of Cooldown when damage is taken.
Berserker's Defense	Very low Perk activation chance to grant a Gift of Defense when damage is taken.
Berserker's Rage Burst	Very low Perk activation chance to grant a Rage Burst when damage is taken.
Unyielding Strength	High Perk activation chance to grant a Gift of Strength when Kratos' Health drops to a critical level.
Unyielding Defense	High Perk activation chance to grant a Gift of Defense when Kratos' Health drops to a critical level.
Unyielding Runic	High Perk activation chance to grant a Blessing of Runic when Kratos' Health drops to a critical level.
Evasive Defense	Moderate Perk activation chance to grant a Gift of Defense on any successful last-second evade.
Evasive Runic	Moderate Perk activation chance to grant a Blessing of Runic on any successful last-second evade.
Evasive Strength	Moderate Perk activation chance to grant a Gift of Strength on any successful last-second evade.
Evasive Health Burst	Moderate Perk activation chance to grant a Health Burst on any successful last-second evade.
Evasive Cooldown	Moderate Perk activation chance to grant a Blessing of Cooldown on any successful last-second evade.
Slayer's Strength	Moderate Perk activation chance to grant a Gift of Strength on any successful axe kill.
Slayer's Runic	Moderate Perk activation chance to grant a Blessing of Runic on any successful axe kill.
Slayer's Defense	Moderate Perk activation chance to grant a Gift of Defense on any successful axe kill.
Slayer's Cooldown	Moderate Perk activation chance to grant a Blessing of Cooldown on any successful axe kill.
RANDOM (NIFLHEIM)	
Revenge of Niflheim	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful kill.
Lesser Protection of Niflheim	Slightly increases duration of protection against the Cursed Mist of Niflheim. (Stacks up to 6 times max.)
Precision of Niflheim	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful precision throw.
Niflheim's Executioner	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful Executioner's Cleave.
Niflheim's Defense	High Perk activation chance to restore some protection against the Cursed Mist of Niflheim on any successful parry.
UNIQUE	
Realm Shift	Very low Perk activation chance to temporarily slow nearby enemies when damage is taken.
Blessing of Swiftess	Slightly increases max sprinting speed.

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PERK	DESCRIPTION
UNIQUE	
Sprinter's Unstoppable Aura	Sprinting for 3 seconds grants Unstoppable Aura, preventing interruptions by enemy attacks.
Fortification	Holding Block for several seconds grants Fortification, causing an explosive knockback after the next successful block.
Apollo's Enduring Gift	Increases the duration of Gift of Apollo Runic Attack.
Runic Blast Supremacy	Increases the damage of the Blast of Hephaestus Runic Attack.
Runic Slash Enhancement	Adds an explosive bomb to the Wrath of Artemis Runic Attack.
Runic Nemean Supremacy	Increases the damage of the Nemean Crush Runic Attack.
Runic Tartarus Supremacy	Increases the damage of the Tartarus Rage Runic Attack.
Enduring Frost Blessings	Greatly increases the duration of the Blessings of the Frost Runic Attack.
Enduring Wrath of the Frost	Greatly increases the duration of the Wrath of the Frost Ancient Runic Attack.
Hel's Runic	Using the Hel's Touch Runic Attack grants a Blessing of Runic.
Mists' Strength	High Perk activation chance to grant a Gift of Strength when using the Mists of Helheim Runic Attack.
Chilling Breath Enhancement	Increases the damage inflicted by the Breath of Thamur Runic Attack.
Aura of Weakness	Nearby enemies, within 15 meters, are Weakened.
Regenerating Essence	Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)
Striking Health Burst	Moderate Perk activation chance to grant a Health Burst when using a Runic Attack.

PERK	DESCRIPTION
Striking Runic	Moderate Perk activation chance to grant a Blessing of Runic when using a Runic Attack.
Speedy Evasion	Gain a burst of speed and travel an increased distance when evading.
Blessing of the Light Elves	Reduces all damage from Dark Elves' attacks by 12% (stacks up to 36% max).
Protection Against the Fallen	Reduces all damage from Valkyries' attacks by 5% (stacks up to 15% max).
Frost Attack Resistance	Increases resistance to Frost attacks by 20% (stacks up to 60% max).
Fire Attack Resistance	Increases resistance to Burn damage by 20% (stacks up to 60% max).
Poison Resistance	Increases resistance to Poison by 20% (stacks up to 60%).
Blind Resistance	Increases resistance to Blind by 20% (stacks up to 60% max).
Protection of the Bifröst	12% resistance to all status effects, including Frost, Burn, Blind, Daze, and Poison.
Realm Shift	Very low Perk activation chance to temporarily slow nearby enemies on any successful hit.
Fortune's Strike	Moderate Perk activation chance to grant a short boost to Runic, Strength, or Defense on any successful hit.
Protection of the Valkyrie	Very low Perk activation chance on any successful weapon hit to grant Protection of the Valkyrie, granting 50% resistance to all status effects and possibility of being staggered by enemy attacks.
Bare-Handed Damage Increase	Increases the damage inflicted from all Bare-Handed attacks by 6% (stacks up to 18% max).
Protection of Niflheim	Greatly increases resistance to the Cursed Mist of Niflheim. (Stacks with any other resistances to the Cursed Mist.)
Destroyer's Health Burst	Very high Perk activation chance to grant a Health Burst on any successful Runic Attack kill.

Unique Enchantments

There are a number of unique Enchantments found in containers, rewarded for completing quests, and earned after killing certain enemies. Some of these Enchantments are pretty specific in their usage, but they typically offer the best bonuses.

ENCHANTMENTS	LEVEL	STATS						LOCATION
		STR	RUN	DEF	TGH	LCK	CLD	
RARE								
Brilliant Mark of the Dragon Sprinter's Unstoppable Aura—Sprinting for 3 seconds grants Unstoppable Aura, preventing interruptions by enemy attacks.	3	4					4	Complete Favor: The Imprisonment of Otr
Brilliant Scale of the Chained Arcane Runic—Moderate Perk activation chance to grant a Blessing of Runic when using a Runic Attack.	4			7			7	Complete Favor: The Flight of Fáfnir
Fire Sigil of Protection Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	3			4				Völunder Mines—Soul Eater Drop (Favor: Second Hand Soul)
Fire Sigil of Focus Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	4						4	Iron Cove—Fire Ancient Drop
Fire Sigil of Might Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	3	4						Veithurgard Pass—Lava Ancient Drop
Frost Sigil of Focus Frost Attack Resistance—Increases resistance to Frost attacks by 20% (stacks up to 60% max).	4						4	The Mountain—Frost Ancient Drop
Frost Sigil of Defense Frost Attack Resistance—Increases resistance to Frost attacks by 20% (stacks up to 60% max).	4			4				Northern Dock—Frost Ancient Drop
Frost Sigil of Runic Frost Attack Resistance—Increases resistance to Frost attacks by 20% (stacks up to 60% max).	4		4					Stone Falls Coffin
Seiðr Sigil of Runic Power Poison Resistance—Increases resistance to Poison by 20% (stacks up to 60%).	1		4					Konungsgard Stronghold—Soul Devourer Drop
Seiðr Sigil of Toughness Poison Resistance—Increases resistance to Poison by 20% (stacks up to 60%).	3				4			Fáfnir's Storeroom—Forest Ancient Drop
Seiðr Sigil of Protection Poison Resistance—Increases resistance to Poison by 20% (stacks up to 60%).	4			4				Ruins of the Ancient—Soul Devourer Drop
Stone of Frost Mastery Frost Mastery—Increases all Frost damage inflicted by 15% (stacks up to 50% max).	5		5					Treasure Map—The Turtle's Tribute
Stone of Fire Mastery Frost Mastery—Increases all Burn damage inflicted by 15% (stacks up to 50% max).	5		5					Rune Vault Coffin
Sigil of the Axe Axe Throw Mastery—Increases all Burn damage inflicted by 15% (stacks up to 50% max).	4		5					Treasure Map—Hunter's Kingdom
Fragmented Heart of Alfheim Blessing of the Light Elves—Reduces all damage from Dark Elves' attacks by 12% (stacks up to 36% max).	3			4				Alfheim—Stone Ancient Drop
Týr's Shard Bonus to all Stats.	6	6	6	6	6	6	6	Complete all Wayward Spirits Favors
LEGENDARY			STR	RUN	DEF	VIT	LCK	CLD
Dagr's Fiery Shard Runic Tartarus Supremacy—Increases the damage of the Tartarus Rage Runic Attack. Provides a boost in two random Stats.	6							Shop
Logi's Fiery Shard Runic Nemean Supremacy—Increases the damage of the Nemean Crush Runic Attack. Provides a boost in two random Stats.	6							Shop
Aurvandil's Fiery Shard Apollo's Enduring Gift—Increases the duration of Gift of Apollo Runic Attack. Provides a boost in two random Stats.	6							Shop
Jarnsaxa's Fiery Shard Runic Slash Enhancement—Adds an explosive bomb to the Wrath of Artemis Runic Attack. Provides a boost in two random Stats.	6							Shop
Hyrrokkin's Fiery Shard Runic Blast Supremacy—Increases the damage of the Blast of Hephaestus Runic Attack. Provides a boost in two random Stats.	6							Shop
Hymir's Frozen Shard Enduring Frost Blessings—Greatly increases the duration of the Blessings of the Frost Runic Attack. Provides a boost in two random Stats.	6							Shop

ENCHANTMENTS	LEVEL	STATS						LOCATION
		STR	RUN	DEF	TGH	LCK	CLD	
Buri's Frozen Shard Enduring Wrath of the Frost—Greatly increases the duration of the Wrath of the Frost Ancient Runic Attack. Provides a boost in two random Stats.	6							Shop
Borr's Frozen Shard Hel's Runic—Using the Hel's Touch Runic Attack grants a Blessing of Runic. Provides a boost in two random Stats.	6							Shop
Bestla's Frozen Shard Mists' Strength—High Perk activation chance to grant a Gift of Strength when using the Mists of Helheim Runic Attack. Provides a boost in two random Stats.	6							Shop
Hroor's Frozen Shard Chilling Breath Enhancement—Increases the damage inflicted by the Breath of Thamur Runic Attack. Provides a boost in two random Stats.	6							Shop
Heart of Svartalfheim Regenerating Essence—Adds a very small amount of constant Health regeneration. (Stacks up to 5 times max.)	5		6			5		Wildwoods—Hidden Chamber (Close Realm Tear)
Shard of the Elements Protection of the Bifröst—12% resistance to all status effects, including Frost, Burn, Blind, Daze, and Poison.	5				5			Landsuther Mines Coffin
Hamingja Essence Luck	6					13		Northri Stronghold
Heart of Midgard Bare-Handed damage Increase—Increases the damage inflicted from all Bare-Handed attacks by 6% (stacks up to 18% max).	5	7						River Pass Valkyrie—Kara
Mark of the Ranger Axe Throw Mastery—Increases damage of all axe throws by 6% (stacks up to 18% max).	5						5	Thamur's Corpse Coffin
Feathers of the Fallen Servant Blessing of Swiftwitness—Slightly increases max sprinting speed.	6					7		Thamur's Corpse—Valkyrie Gunnr
Valkyrie's Bane Protection Against the Fallen—Reduces all damage from Valkyries' attacks by 5% (stacks up to 15% max).	5	5	5					Thamur's Corpse—View Jötunn Shrine inside Hidden Chamber of Odin, Asgard Tower—Hel-Traveler Drop
Mark of Brilliant Force Stun Mastery—Increases Stun damage inflicted by 10% (stacks up to 30% max).	5	5			5			Shop
Eye of Rage Raging Fury—Increases the rate at which Rage is gained by 10% (stacks up to 30% max).	5	5			5			Treasure Map—Kneel Before Thor!
Eye of Fury Raging Control—Reduces the Rage cost of using attacks while in Spartan Rage by 15% (stacks up to 45% max).	5		5				5	Treasure Map—Don't Blink
Eye of Runic Mastery Runic Protection—Taking damage during a Runic Attack reduces damage taken by 15% (stacks up to 50% max).	4		2				2	Treasure Map—The Historian
Eye of Runic Supremacy Runic Bulwark—Taking damage during a Runic Attack reduces damage taken by 30% (stacks up to 50% max).	5		6				5	Treasure Map—The Last Place They'd Look
Stone of Frost Supremacy Frost Supremacy—Increases all Frost damage inflicted by 25% (stacks up to 50% max).	5		5					Treasure Map—Njord's Oarsmen
Stone of Fire Supremacy Fire Supremacy—Increases all Burn damage inflicted by 25% (stacks up to 50% max).	6		5					Helheim Return Coffin
Sigil of the Weapon Momentum Mastery—Increases the rate of Permafrost or Immolation gain by 7% (stacks up to 21% max).	5	7						Foothills Coffin (Requiers Blades of Chaos)
EPIC		STR	RUN	DEF	VIT	LCK	CLD	
Eye of Niflheim Protection of Niflheim—Greatly increases resistance to the Cursed Mist of Niflheim. (Stacks with any other resistances to the Cursed Mist.)	6			8	8			Niflheim Center Chamber Legendary Chest (2500 Mist Echoes)
Heart of Vanaheim Fortunes Strike—Moderate Perk activation chance to grant a short boost to Runic, Strength, or Defense on any successful hit.	4	4					4	Foothills Valkyrie—Geirdriful Drop
Leviathan's Eye Axe Throw Mastery—Increases damage of all axe throws by 6% (stacks up to 18% max).	6	9						Muspelheim Valkyrie—Göndul Drop
Asgard's Shard of Existence Fortification—Holding Block for several seconds grants Fortification, causing an explosive knockback after the next successful block.	6			8				Helheim Valkyrie—Rota Drop
Eye of the Outer Realm 7 to every Stat	6	7	7	7	7	7	7	Secret Chamber of Odin Coffin
Muspelheim's Eye of Power Fire Attack Resistance—Increases resistance to Burn damage by 20% (stacks up to 60% max).	6	10		10	10			Muspelheim Shop
Glowing Gem of the Nine Realm Shift—Very low Perk activation chance to temporarily slow nearby enemies on any successful hit.	6				13			Shop
Njörd's Temporal Stone Realm Shift—Very low Perk activation chance to temporarily slow nearby enemies when damage is taken.	6		11				12	Council of Valkyries—Sigrun Drop
Andvari's Soul Destroyer's Health Burst—Very high Perk activation chance to grant a Health Burst on any successful Runic Attack kill.	6		8				6	Complete Favor: Deus Ex Malachite
Heart of the Valkyrie Protection of the Valkyrie—Very low Perk activation chance on any successful weapon hit to grant Protection of the Valkyrie, granting 50% resistance to all status effects and possibility of being staggered by enemy attacks.	6		8	8	8		8	Niflheim—Valkyrie Hildir
Scale of the Mighty Aura of Fire—High Perk activation chance to grant a boost to Strength and a burst of Health when Kratos' Health drops to a critical level.	6		14					Complete Favor: The Fire of Reginn
Ivaldi's Corrupted Mind Aura of Weakness—Nearby enemies, within 15 meters, are Weakened.	7	12	12	12				Alfheim—Valkyrie Olrun
Eye of the Winged Chosen Speedy Evasion—Gain a burst of speed and travel an increased distance when evading.	6						13	The Mountain—Valkyrie Eir
Mark of the Element Momentum Mastery—Increases the rate of Permafrost or Immolation gain by 7% (stacks up to 21% max).	6		10					Konungsgard Stronghold Coffin (Favor: Hail to the King)

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ATREUS' ARMOR

Atreus has his own armor that offers unique abilities and bonuses. He begins the game with the Tunic of Hope, which offers no bonuses. As you progress through the Journey, three tiers of armor are unlocked at the shops. Only Hacksilver is required to purchase them, and it is well worth the investment to get him into the best available armor. Atreus wears only one piece of armor—either a Vestment, Garb, or Tunic. Each of these has unique bonuses. The Vestment gives him better support abilities, the Garb is for long-range fighting, and the Tunic is best for close combat. Choose the one that suits your playstyle the best, or mix it up based on the current situation.

ARMOR	COST (HACKSILVER)	LOCATION
Tunic of Hope Fashioned from leather and wolf hide. A gift from Atreus' mother. Cannot be sold.	N/A	Start with Tunic
TIER 1		
Basic Sharpshooter Garb Reduces the Talon Bow's arrow recharge time. Aimed Shot: Enemies in air take increased damage.	7500 +2 Soft Svartalfheim Steel	Shop
Basic Fighter Tunic Increases Atreus' melee damage. Expose Weakness: Enemies choked by Atreus will take increased damage.	7500 +2 Soft Svartalfheim Steel	Shop
Basic Runic Vestment Increases Atreus' recovery speed from enemy attacks. Healthstone Assist: Atreus will sometimes find Healthstones when Kratos is injured.	7500 +2 Soft Svartalfheim Steel	Shop
TIER 2		
Superior Sharpshooter Garb Greatly reduces the Talon Bow's arrow recharge time. Barrage: When rapid firing, the last arrow inflicts increased damage. Plus Aimed Shot	18000 +2 Solid Svartalfheim Steel	Shop
Superior Fighter Tunic Greatly increases Atreus' melee damage. Enhanced Strikes: Increases Stun damage inflicted by Atreus' melee attacks. Plus Expose Weakness	18000 +2 Solid Svartalfheim Steel	Shop
Superior Runic Vestment Greatly increases Atreus' recovery speed from enemy attacks. Healthstone Enhancement: Increases Healthstone potency. Plus Healthstone Assist	18000 +2 Solid Svartalfheim Steel	Shop
TIER 3		
Legendary Sharpshooter Garb Massively reduces the Talon Bow's arrow recharge time. Aerial Dominance: Arrows fired while in air inflict additional damage. Plus Aimed Shot & Barrage	45000 +1 Hardened Svartalfheim Steel	Shop
Legendary Fighter Tunic Massively increases Atreus' melee damage. Iron Grip: Atreus can choke enemies for longer. Plus Expose Weakness & Enhanced Strikes	45000 +1 Hardened Svartalfheim Steel	Shop
Legendary Runic Vestment Massively increases Atreus' recovery speed from enemy attacks. Runic Attunement: After using a Runic Summon, arrows will deal additional Status damage for 8 seconds. Plus Healthstone Assist & Healthstone Enhancement	60000	Shop

RESOURCES

Hacksilver is the most common resource in the game. It's earned for most everything you do in the game and is required for most purchases at the shops. There are many more resources required for crafting/upgrading equipment and upgrading Kratos. We've listed them all in the following table. The number we list in the "Required" column represents what you need to craft and upgrade everything that uses that resource.

RESOURCE	HOW OBTAINED	HOW USED	RESOURCE	HOW OBTAINED	HOW USED
Aegir's Gold	Very common while boating the Lake of Nine.	Upgrade common, rare, and Legendary armor. Buy Runic Attacks.	Unyielding Cinders	Treasure Map reward.	Upgrade the Blades Pommels; Explosive Grips of Fire.
Soft Svartalfheim Steel	Loot coffins and large enemies.	Upgrade common armor and Talon Bow.	Unstable Ore	Treasure Map reward.	Upgrade the Grips of the Cursed Flame.
Solid Svartalfheim Steel	Loot coffins and large enemies.	Upgrade rare and Traveler's armor and Talon Bow.	Oblivion Stone	Find in chests at Konungsgard Stronghold. Found in Treasure Map caches.	Upgrade the axe Pommel: Hraezla Farnadr's Grip.
Hardened Svartalfheim Steel	Loot coffins and large enemies. Purchase for 2500 Hacksilver each once exchange is available at shops.	Upgrade Legendary and Traveler's armor and Talon Bow.	Dragon Tear	Release the three World Dragons as part of "The Dragon's Curse" Labor. Also earn after defeating Hraezlyr the Dragon. Dig one up at Forgotten Caverns late in the game.	Upgrade two Epic Talismans: The Gauntlet of Ages (Shattered) and Talisman of the Empowering Rift.
World Serpent Scale Fragment	Loot from chests and enemies around Lake of Nine after first water drop.	Craft common weapon Pommels.	Corrupted Remnant	Earn by completing the objectives for the "Unfinished Business" Favor.	Upgrade the axe Pommel: Versatile Warrior's Handle.
World Serpent Scale	Loot from chests and enemies around Lake of Nine after second water drop.	Craft rare weapon Pommels.	Glacial Catalyst	Find one behind the runic gate at the frozen lake. Two are found from from Treasure Maps.	Upgrades the Epic talisman, The Charm of Infinite Storms.
Dust of Realms	Close Realm Tears to receive this resource.	Craft and upgrade common and rare Talismans. Also upgrade an Epic Talisman: The Charm of Infinite Storms.	Pristine Dust of the Realm	Found only at Stone Falls.	Used to upgrade powerful armor.
Pure Essence of Realms	Found in select Realm Tears.	Upgrade powerful Talisman.	Pristine Ore of the Realm	Found only in the Iron Cove.	Used to upgrade powerful armor.
Frozen Flame	Receive after completing five specific tasks. Refer to the Labors chapter for full details.	Upgrade Leviathan Axe.	Pristine Scales of the Realm	Found only at the Light Elf Outpost.	Used to upgrade powerful armor.
Chaos Flame	Receive after completing four specific tasks. Refer to the Labors chapter for full details.	Upgrade Blades of Chaos.	Traveler's Grisly Trophy	Kill and loot a Traveler.	Craft and upgrade Traveler armor.
Leiptr Alloy	Receive one after defeating Magni and Modi. Two more are obtained from two Treasure Maps.	Upgrade the axe Pommel: Grip of Tanngjost.	Traveler's Armor Shard	Kill and loot a Traveler.	Craft and upgrade Traveler armor.
Eternal Frost	Treasure Map reward.	Upgrade the axe Pommel: Ymir's Breath.	Ancient's Rubble	Kill and loot an Ancient.	Craft and upgrade an Ancient armor set.
			Ancient's Heart	Kill and loot an Ancient.	Craft and upgrade an Ancient armor set.

RESOURCE	HOW OBTAINED	HOW USED
Offering to Týr	Complete three Wayward Spirit Favors: "Anatomy of Hope," "Dead Freight," and "Hammer Fall."	Return to Brok or Sindri, and they can create Týr's armor set.
Dragon's Fury	Complete Brok and Sindri's final Favor, "Hail to the King."	Use at Brok's or Sindri's shop to craft Brok's Powerful War Belt or Sindri's Elegant Battle Belt, respectively. Bonuses vary depending on which brother you choose to craft them.
Screams of the Innocent	Complete Brok and Sindri's final Favor, "Hail to the King."	Use at Brok's or Sindri's shop to craft Brok's Powerful Gauntlets or Sindri's Elegant Gauntlets, respectively. Bonuses vary depending on which brother you choose to craft them.
Ultimate Sacrifice	Complete Brok and Sindri's final Favor, "Hail to the King."	Use at Brok's or Sindri's shop to craft Brok's Powerful Cuirass or Sindri's Elegant Cuirass, respectively. Bonuses vary depending on which brother you choose to craft them.
Smoldering Ember	Complete Muspelheim Trials and loot chests around the realm.	Craft and upgrade Muspelheim armor, weapon Pommels, and Talisman.
Crest of Flame	Complete select Impossible Trials in Muspelheim.	Upgrade Muspelheim equipment.
Greater Crest of Flame	Score a Silver or Gold on Impossible VI Trial in Muspelheim.	Upgrade Muspelheim equipment.
Crest of Surtr	Score a Gold on Impossible VI Trial in Muspelheim.	Upgrade Muspelheim equipment.
Rusted Royal Armor	Collect as part of Sindri's second Niflheim Favor, "Ivaldi's Protection."	Return to Sindri to craft the recipes for the Niflheim armor sets.
Mist Echoes	Loot chests in Niflheim.	Main resource when crafting and upgrading Niflheim armor, Pommels, and Talisman.
Niflheim Alloy Fragment	Loot from Legendary Chests in Niflheim.	Craft Niflheim armor and upgrade the Talisman.
Haze Weave	Loot from Legendary Chests in Niflheim.	Upgrade Niflheim armor to II and upgrade Pommels and Talisman.
Aesirbane	Loot from Legendary Chests in Niflheim.	Upgrade Niflheim armor to III and upgrade Pommels.
Anchor of Fog	Loot from Legendary Chests in Niflheim.	Each Niflheim Realm Tear requires one Anchor of Fog.
Asgardian Steel	Kill and loot any Valkyrie.	Upgrade Valkyrie Pommels, Talisman, and armor set.
Perfect Asgardian Steel	Kill and loot a high-level Valkyrie (Hildir, Olrun, Kara, Rota, and Sigrun).	Further upgrade Valkyrie Pommels, Talisman, and armor set.
Enchanted Dust	Break down an Enchantment in the pause menu to generate the resource.	Create randomly generated Enchantments at Brok or Sindri's shops.
Iðunn Apple	Loot Normir Chests.	Gather three for increased maximum health (three upgrades total).
Horn of Blood Mead	Loot Normir Chests.	Gather three for increased maximum rage (three upgrades total).

Buy and Sell

At certain points throughout the game, Brok and Sindri begin offering resource exchanges. Some resources can be exchanged for Hacksilver or Mist Echoes. You can also buy a Hardened Svartalfheim Steel.

SELL...	FOR...	AVAILABILITY
10 Aegir's Gold	500 Hacksilver	Meet Sindri
100 Aegir's Gold	5000 Hacksilver	After second water drop
1 Soft Svartalfheim Steel	250 Hacksilver	After second water drop
10 Soft Svartalfheim Steel	2500 Hacksilver	After second water drop
40,000 Hacksilver	1 Hardened Svartalfheim Steel	Complete Journey
1 Solid Svartalfheim Steel	2500 Hacksilver	
10 Solid Svartalfheim Steel	25000 Hacksilver	
1 Hardened Svartalfheim Steel	10,000 Hacksilver	Complete Journey
100 World Serpent Scale Fragments	1 World Serpent Scale	
1 World Serpent Scale	100 World Serpent Scale Fragments	
1000 Hacksilver	1 Soft Svartalfheim Steel	
10,000 Hacksilver	1 Solid Svartalfheim Steel	
1 Niflheim Alloy Fragment	500 Mist Echoes	After Attempting Niflheim
1 Haze Weave	1000 Mist Echoes	After Attempting Niflheim
1 Aesirbane	2500 Mist Echoes	After Attempting Niflheim

Special Items

Quest items and other special items are logged into the Journal under the Resources tab. Two types of items that appear in this list provide a small Stat boost.

SPECIAL ITEM	STAT BOOST	LOCATION
Mark of the Dwarves	Runic +4	Automatically received after first meeting with Brok at River Pass
Mark of the Dwarves	Runic +4	Automatically received after meeting Sindri at Foothills
Mark of the Dwarves	Runic +4	Automatically received after visiting Sindri at Thamur's Corpse
Yggdrasil's Dew of Cooldown	Cooldown +2	Alfheim—Inlet to Lake of Light
Yggdrasil's Dew of Cooldown	Cooldown +2	Lake of Nine—Northeast of Light Elf Outpost
Yggdrasil's Dew of Defense	Defense +2	Lake of Nine—Southwest of Muspelheim Tower
Yggdrasil's Dew of Defense	Defense +2	Lake of Nine—South of Runis of the Ancient
Yggdrasil's Dew of Luck	Luck +2	Lake of Nine—Behind Buri's Storeroom
Yggdrasil's Dew of Luck	Luck +2	Lake of Nine—Behind Svartalfheim Tower (King's Hollow)
Yggdrasil's Dew of Runic	Runic +2	Lake of Nine—East of Iron Cove
Yggdrasil's Dew of Strength	Strength +2	Lake of Nine—Next to Alfheim Realm Tower
Yggdrasil's Dew of Strength	Strength +2	Lake of Nine—Front of Cliffs of the Raven
Yggdrasil's Dew of Strength	Strength +2	Lake of Nine—East of Niflheim Tower
Yggdrasil's Dew of Vitality	Vitality +2	Lake of Nine—Southeast of Isle of Death
Yggdrasil's Dew of Vitality	Vitality +2	Lake of Nine—Southwest of Isle of Death

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THE JOURNEY



THE MARKED TREES

WILDWOODS

1. START AT PYRE	9. STREAM'S END	17. TALL DOORS	24. JÖTNAR SHRINE (SKÖLL & HATI)	31. HOUSE ENTRY
2. EXIT GATE	10. CLIMB LEDGE	18. FROZEN POND	25. DEER REAPPEARS	ARTIFACT
3. TRACKS	11. CLIMB CHAIN	19. SIDE CHAMBER	26. FIRE TROLL BATTLE!	CHEST
4. BRIDGE GAP	12. WOLVES!	20. YARD EXIT PASSAGE	27. CLIMB LEDGE	COFFIN
5. DEER APPEARS	13. BARRIER TO NORNIR CHEST	21. CLIMB CHAIN	28. SEALED DOOR	HIDDEN CHAMBER
6. BRIDGE OBSTRUCTION	14. TEMPLE ENTRANCE	22. IRON GATE	29. CLIMB WALL	LORE
7. DRAUGR AMBUSH!	15. BROKEN GAP	23. STAIRS	30. LIFT PLATFORM	NORNIR CHEST
8. GREEN HEALTHSTONE	16. TEMPLE YARD (DRAUGR!)			

The story opens in a moment of melancholy: Kratos, once the raging, pitiless Ghost of Sparta, gazes in sadness at the trunk of an ancient tree marked with a yellow handprint. Press Circle to trigger a scene: Kratos wields his great axe. Press R1 several times to slice through the trunk. Kratos then hefts the fallen tree onto his shoulder.

JOURNEY OBJECTIVES

- Follow the River Downstream
- Hunt with Atreus
- Defeat the Troll
- Return to the House
- Defeat the Stranger
- Return to the House

NEW ENEMIES

- Draugr
- Hel-Reaver Lord
- Miniboss: Dauði Kaupmaðr
- Boss: The Stranger

HOW TO USE THIS WALKTHROUGH

This walkthrough for The Journey guides you step-by-step along *God of War's* “critical path”—that is, the game's main story. Midgard also offers many engrossing optional activities for adventurers, but those pursuits are fully covered in other sections of this book. Our Journey walkthrough covers only activities associated with the game's central plotline.

That said, our walkthrough does *fully* explore each area that you visit while completing The Journey's listed objectives. That means we point out every important game-related item in each area visited in The Journey, including all major loot receptacles (chests, coffins, etc.), all lore markers, and all collectible items (such as Artifact Sets) that you can cash in at a shop.

But again, don't expect to find every discoverable *God of War* “thing” in this walkthrough. Completionist maniacs (and you know who you are) can check out the other sections of this strategy guide to find where every optional endeavor leads, and where every Odin's Raven squawks.

Push the left stick forward to follow the boy, Atreus, to the flag-marked dock. Approach the canoe moored there and press Circle: father and son lash the tree to the boat, then Kratos tosses the great trunk into the river and joins Atreus in the canoe. Here, your first official objective appears on-screen.

OBJECTIVE: Follow the River Downstream

Kratos starts out clad in minimal armor; but he's armed with his mighty axe, Leviathan. Use the left stick to steer the boat downstream. Listen to the conversation as you travel. Atreus says the forest feels somehow different; Kratos replies, “Everything is different now, boy.” After you pass through the rock tunnel, steer toward the dock marked with a flag, and press Circle to disembark.

A screenshot from the game showing Kratos and his son Atreus in a small wooden canoe on a river. They are in a dark, cave-like setting with a bright light at the end of the tunnel ahead.



Kratos automatically pulls the tree from the water and hoists it on his shoulder again. Follow Atreus along the path until you reach the house, triggering another scene: Kratos chops the tree into kindling for a pyre (marked as **(1)** on our mission map).

Father and son bid farewell to the great love of their lives. Then Atreus retrieves his bow and a quiver of arrows.

FAVORS, LABORS, AND COLLECTIBLES

This book has separate comprehensive sections for all of the optional content such as Favors, Labors, and other subsidiary pursuits available in *God of War*.

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THE ART OF GOD OF WAR

OBJECTIVE: Hunt with Atreus

FIND THE ARTIFACT

Exit the compound via the gate (2) and follow Atreus up the path as he hunts for deer. Keep an eye out for the bluish glow of pickup items—one item, a sack of Hacksilver (circled in our screenshot), sits where the path splits just past the waterfall. Veer up the rightmost fork and find the tracks on the ground (3). Examine them to trigger a quick scene: Atreus identifies them as “not deer.”



Before you take the other path fork up the staircase onto the bridge, follow the ravine leading under the bridge to find the chest (circled in our shot) stashed there.



Press Circle to punch through the lid and loot its contents.



Keep following the ravine to find the glowing Lost Toy (a toy boat) on the ground just past the bridge overhead. This is the first of numerous valuable Artifacts you can collect in the game. Grabbing this one bestows a reward of 10 XP.

ARTIFACT SETS

God of War features sets of pickup items called Artifacts that bestow a nice XP bonus when the entire set is collected. The first set, entitled “Lost and Found,” includes four Lost Toys scattered around the Wildwoods area.

The game keeps track of the sets you’re collecting on the Artifacts page in the Goals section of your in-game journal. Later, when you find the Dwarven shops, you can sell the Artifacts you’ve found for Hacksilver.

Note that our walkthrough for the Journey points out any Artifacts you can easily collect along the main story path. But if you want to find all Artifacts in the current area, including hidden ones, check out the Artifacts chapter of our guide.

LOST TOY

Find this toy boat in the ravine underneath the first stone bridge after you leave the family compound. Reward: 10 XP.



ARTIFACT

FIND THE DEER

Climb the stone staircase to find more tracks; Atreus suggests they could be wild boar. At the top, follow the on-screen directions to make a running leap across the broken gap (4) in the bridge. Follow Atreus down the path, and use the same technique to vault over the fallen tree trunk. Up ahead, Atreus nearly runs into a magnificent buck (5).



Take up the chase, but don’t miss the sacks filled with Hacksilver stashed along the path, plus another chest under a fallen tree to the right. (Don’t worry—the deer won’t escape if you take time to explore.) When you reach the suspension bridge, Atreus points out that the fleeing deer “broke the bridge”; a fallen chunk of the bridgehead obstructs passage over on the far side (6).

CLEAR THE BRIDGE OBSTRUCTION

Use your Leviathan Axe to clear the obstruction. Here's how:

- ✦ Press the right D-pad button to wield the Leviathan Axe (if you're not already holding it).
- ✦ Hold in L2 to activate a white on-screen targeting reticule.
- ✦ Use the right stick to aim—that is, to move the white targeting reticule over the fallen obstruction on the far side of the bridge.
- ✦ Press R1 or R2 to fling the axe, which shatters the wooden boards of the obstruction.
- ✦ Then press Triangle to recall the axe. It zooms straight back into Kratos' hand!



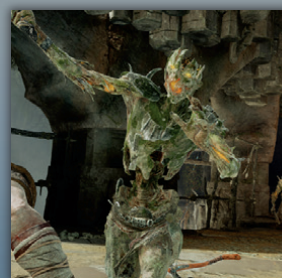
Hop across the broken gap. Ahead, the buck reappears; Atreus fires a hasty arrow and misses his shot. A disappointed Kratos confiscates the boy's bow and orders him to find the deer again.

DEFEAT THE DRAUGR SQUAD

Continue down the path, following Atreus into the clearing (7) ahead. When the Draugr appears, fling your axe through it from a distance. If the creature manages to get into melee (close) range, nail it with a quick string of light attacks to knock the beast off-balance, then kill with a follow-up heavy attack. Your Leviathan slices up Draugr quickly, but Kratos' bare-handed punches are nearly as deadly.



Draugr



The standard Draugr soldier is a skinny fellow with weak defense. These foes cause problems for Kratos only if they appear in numbers large enough to swarm and surround.

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After you terminate the first threat, a second Draugr leaps from atop a boulder down into the clearing. Try to nail him from range with axe tosses. Then two more Draugr pairs rush in to attack, one after another. Hold in L1 to block Draugr blows, then follow up with a heavy attack by pressing R2. Experiment with these three attacks (axe toss/recall, light attack, heavy attack), interspersed with blocks.

ONE THROW, TWO HITS

If you toss the Leviathan at a target, and then press Triangle to recall it immediately after it strikes, the axe often hits the same target a second time on the way back to Kratos!

EXPLORE THE CANYON

Once all Draugr are destroyed, follow Atreus again as he heads toward an ancient ruin featuring great stone towers. Proceed through an archway etched with odd letters, into a stone-paved courtyard (8) with stairs leading in four directions.



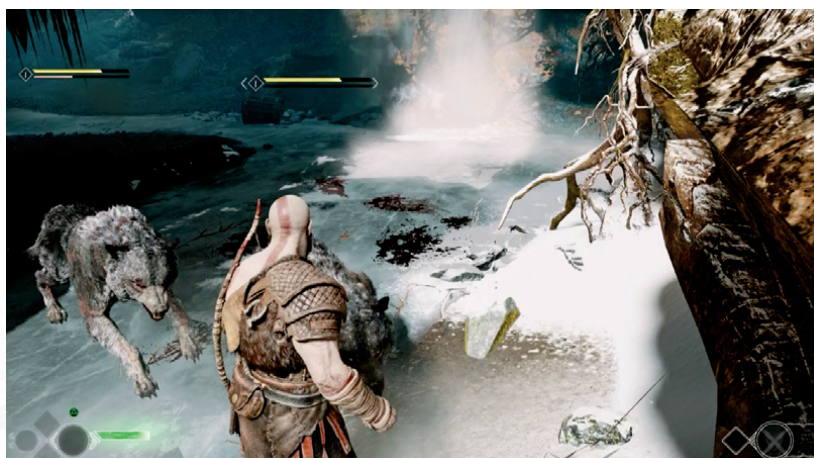
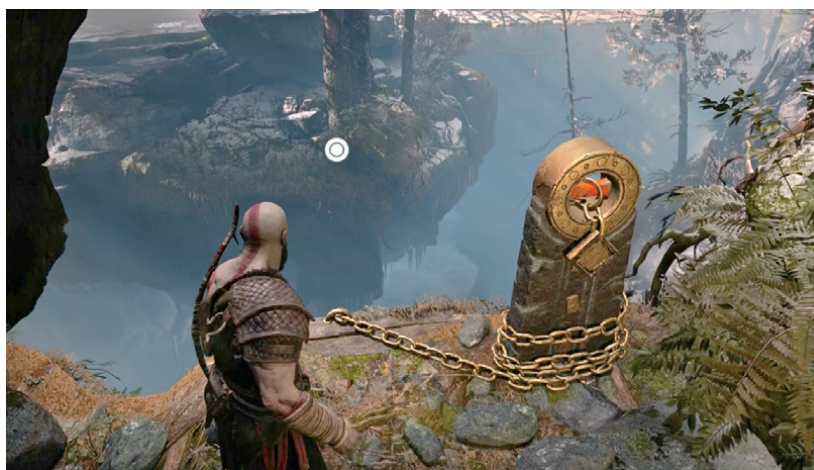
Snag the glowing green Healthstone in the center to replenish your health. Then look up to spot a bucket hanging from the ceiling. This is an "offering cask" and you'll find many of these throughout Midgard. Each holds Hacksilver; hung up by Odin's disciples as an offering to the gods. Target the glowing disk above the bucket and toss Leviathan to knock the cask to the ground. Then go pick up the Hacksilver drop.



Atreus heads to the leftmost staircase, but let's fully explore these ruins before moving on. Turn up the rightmost staircase and follow the path downhill toward the waterfall. Don't miss the chest tucked into a grotto on the ravine's left side. Follow the stream to the end (9) to find a Hacksilver sack next to another corpse. Then go back directly toward the waterfall and veer right to climb the low ledge (circled in our shot) marked with symbols (10).

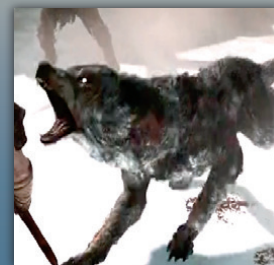


Follow the route to the canyon drop-off where you find a chain wrapped around a podium (11). Press Circle to slide down the chain to the ground below. (Atreus automatically jumps on his father's back for the ride down.) At the canyon's bottom (12), two Rabid Wolves guard a coffin.



Wolf

These beasts dart side to side as they rush you, making it harder to target them with a Leviathan toss. Once in close, a Wolf makes lunging bites; block these with your shield, then follow up with a quick combo of bare-handed strikes. Wolves are easy to stun in this manner.



After you kill both animals, open the coffin to find a large stash of Hacksilver. Before you return to the chain hanging down the canyon wall, be sure to find the Lost Toy (a toy horse) on the ground nearby. Then climb the chain out of the canyon and return all the way back to the stone courtyard (8).



LOST TOY

Climb down the chain into the canyon guarded by twin Wolves to find this toy horse statue. Reward: 10 XP.



ARTIFACT

OPEN THE NORNIR CHEST

Back in the courtyard, go up the next staircase to your right and toss Leviathan to shatter the wooden barrier ahead (13). Proceed into the cave-like chamber beyond to find a Nornir Chest—that is, a chest sealed shut by three glowing blue runes.



You can't open a Nornir Chest unless you break all three runic seals. To do this, find the three matching runes etched on stones elsewhere in the area, and toss Leviathan at each one.

Smashing each runic seal breaks the corresponding seal on the chest:

✚ One matching runic seal is on the floor, just right of the Nornir Chest.



✚ Another one is stashed inside an open chest that sits against the side wall to the left of the Nornir Chest.



✚ The third runic seal sits atop some rubble in the front left corner of the chamber as you face back toward the entrance.



When all three runic seals are broken, open the chest to claim the substantial treasure inside: an Iðunn Apple, one of nine in the game. These apples are found only in magically locked Nornir Chests. Every three Iðunn Apples you collect increases your maximum Health, a valuable boost.



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HOW TO OPEN A NORNIR CHEST

Nornir Chests are sealed shut by three powerful protection runes. Each individual rune emanates enough power to lock the chest; thus, you must break all three seals before Kratos can open the chest.



To break each rune's seal, you must find its matching rune etched in blue on an object elsewhere in the area and then neutralize the rune somehow. In many cases, you simply toss Leviathan at the rune-etched object (a stone or a statue) to shatter it. Once your axe smashes that object, the corresponding rune-seal on the Nornir Chest is permanently broken. When all three magical seals are broken in this manner, Kratos can open the chest.

However, some Nornir Chests have their matching runes etched on unbreakable bells. The runes on these bells darken only briefly when struck by Leviathan, and then light up again after a few seconds, reactivating their seals. This forces you to find and strike all three rune-bells quickly, before any of them re-illuminates. If you can hit all three bells within the time limit, their seals on the Nornir Chest are permanently broken.



Still other rune-seals are found on spinner devices that you rotate to display the Nornir Chest's corresponding runes. When the three correct runes are displayed on these spinners, the magical seals are broken.

All of this will become much clearer when you encounter these other types of Nornir Chest puzzles later in the game. Don't worry, we'll walk you carefully through each one, step by step!

ENTER THE TEMPLE

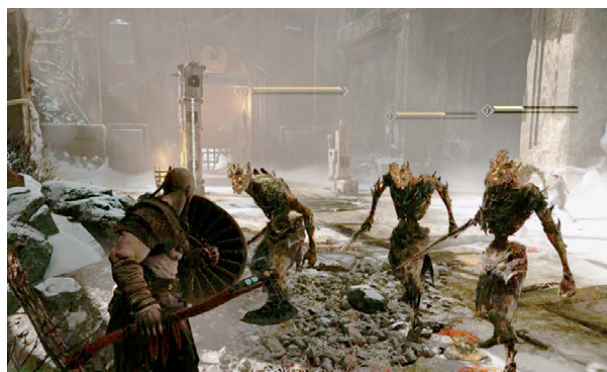
Return to the central courtyard (8), turn right, and head up the last staircase. Follow the walkway to see the deer leap up into the ancient temple ahead. Continue to the temple entrance (14) and open the great red doors. This triggers a short scene: father and son spot the deer atop a low ridge up ahead, but it's out of Atreus' bow range.



Hop across the walkway gap (15), descend the staircase, and turn left. Follow Atreus into the side hall with glowing embers in the middle. Up ahead, just around the corner, some Draugr loiter in an open yard (16).

CLEAR THE TEMPLE YARD

Nail them from afar with a few axe throws, then close in fast and hack them into cinders. Don't get cornered, and don't let them flank you—keep moving! More Draugr soon join the fight. Be ready to roll away if they attack from behind, and then eliminate them in the same manner:



CLEAR THE FROZEN POND

Note the big chain attached to the vertical strut in the yard's center. This mechanism opens two nearby gates (19, 20) leading west and south out of the yard. But before you use it, first open the tall doors (17) that exit to the north. Head down the exit tunnel to see a frozen pond (18) with another coffin at the left and a nasty Rabid Wolf pack lurking to the right, soon joined by more Draugr. If a Wolf manages to clamp its jaws on Kratos, just start tapping Circle to break free.



Remember that you can trip Draugr easily by targeting their legs with a quick axe toss. Once a tripped Draugr is on the ground, rush in and launch it upward with a heavy attack, then follow up with rapid light attacks to “juggle” the foe in the air until dead. Or you can keep your distance and use the Leviathan toss-and-retrieve method to hit them repeatedly.



LOST TOY

Find this collectible Artifact on the edge of the frozen pond area in the Wildwoods Temple. Reward: 10 XP.

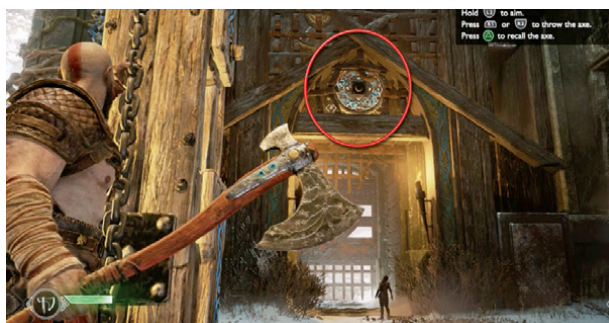


ARTIFACT

Once the fight is over, collect all pickups from the area (including another Lost Toy Artifact), then open the coffin to loot it for a substantial reward. Now you can go back through the tall doors and return to the yard (16).

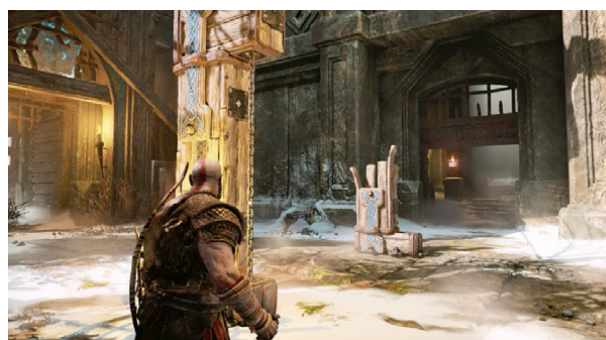
OPEN THE TEMPLE EXIT GATES

Approach the big chain attached to the vertical strut and pull it. This turns a gearwheel (circled in our shot) above the exit passage across the yard (20), which raises the exit passage's inner gate and lowers its outer gate. It also raises a gate leading to a side chamber (19).



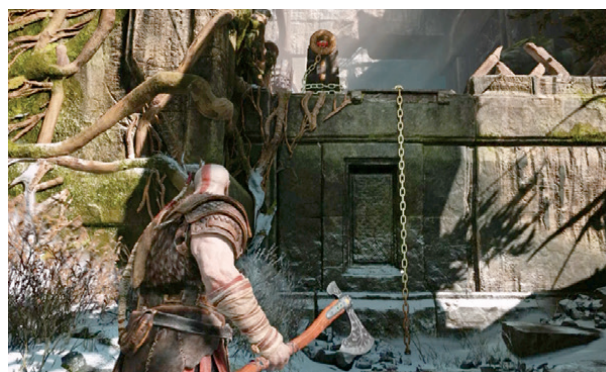
If you let go of the chain and try to run toward either of the newly opened gates, both crash back to the ground before you can reach them. Instead, while the gates are up, use L2 to target the gearwheel above the exit passage, and then toss Leviathan. The axe strike freezes the gear; keeping both gates raised. Don't recall the axe yet! First, turn right, enter the side chamber (19), and open the coffin for some Hacksilver:

Return to the temple yard and step into the exit passage (20). Once you step past the raised inner gate, recall Leviathan. This unfreezes the gearwheel so the inner gate crashes down behind you. But now the outer gate rises, letting you exit the temple yard at last!



UNBLOCK THE IRON GATE

Outside, veer a bit left to raid another coffin full of loot tucked under a ledge. Turn left again and spot the chain hanging down a wall (21). Climb the chain up the wall.



At the top, turn right to see an iron gate blocked by debris (22). Note that if you toss Leviathan at the red firepot on the right, it explodes and destroys a pile of debris next to it.

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Another red firepot hangs on the other side of the closed gate. If you can detonate that lantern, it will clear the debris blocking the gate. Unfortunately, the firepot is behind the iron gate, which blocks your axe toss.

Step toward the gate and look up through an opening in the ceiling to spot a blue glowing disc (circled); the firepot lantern is hanging from that disc. Throw Leviathan at the blue disc to shatter it, causing the lantern to drop and explode. (You can hit a hanging Hacksilver bucket here too.) This clears out the debris. Open the gate and go loot the chest inside for a nice Hacksilver haul.



FIND THE JÖTNAR SHRINE

Ascend the stairs (23) to find a chest nestled against the right-side wall. You also see a crude wooden barrier (24) directly ahead. Open the chest to snag the reward inside. Then toss Leviathan to smash the wooden barrier.

This reveals an ornate cabinet sitting at the end of a short corridor: Open the cabinet to reveal a Jötunar Shrine, a set of ornamental carvings on three wooden panels hinged together side by side. This is your first Lore collectible. Each one tells a pictorial tale that provides mythic background for the story.

Atreus recognizes the images as Sköll and Hati, the two giant wolves said to have chased the sun and moon. Listen as he tries to puzzle out what the images mean. Note that this adds a new Jötunar Shrine entry under the Lore category in your Codex (accessed via the Pause Menu).



SKÖLL AND HATI

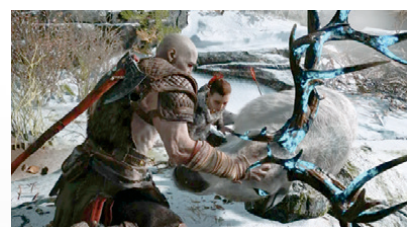
Find this Jötunar Shrine in the southernmost corridor of the temple ruins in the Wildwoods Region. To reach it, work all the way through the temple and out the west exit gate, then climb the nearby wall chain and staircase. This Jötunar Shrine depicts the tale of Sköll and Hati, two giant wolves who chased the sun and moon.

LORE

FIND AND SHOOT THE DEER

Return to the wall where you climbed up the chain (21), and use it to climb back down. Follow Atreus up the trail past the red banner flapping between boulders (25) to trigger a scene: Atreus spots the great stag up ahead, so Kratos hands back the boy's hunting bow.

Hold in L2 to "aim"—a white targeting reticle appears on-screen. Use the right stick to move the reticle over the deer. Note how the reticle's center turns red as you guide it closer to the stag's heart. When the reticle turns completely red, press Square to fire the arrow into the deer.



Follow Atreus down to the fallen but still-breathing deer to trigger another scene: Kratos guides Atreus to finish the job, but the father-son moment is shattered by the sudden attack of a massive Fire Troll named Dauði Kaupmaðr. As the brute seizes the stag, both father and son end up down in an open arena below **(26)**.



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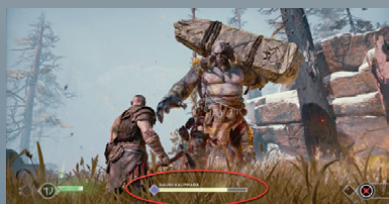
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Defeat the Troll!

Trolls are not complicated creatures. Each carries a massive pillar of stone by a pair of straps, and uses it to crush things they don't like. Note that Dauði Kaupmaðr's yellow health bar appears at the bottom of the screen.



This Fire Troll immediately hefts up his pillar and tries to slam it vertically downward onto Kratos. Aside from this slam attack, the big fellow has two other basic attack moves.



If you get too close, he tries to foot-stomp you.

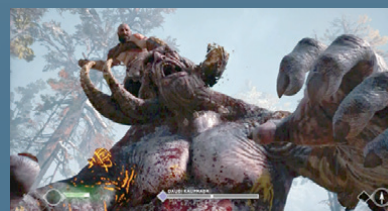


If you keep your distance, Dauði Kaupmaðr thrusts the pillar forward at you in a battering-ram move, then quickly raises the pillar and hammers its full horizontal length onto the ground.

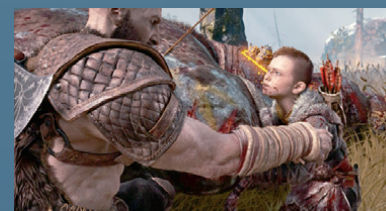


Fortunately, all of these moves are fairly easy to evade with a simple dodge roll. Push the left stick in the direction you want to roll, then tap X twice to tumble away from the Troll's attack move. You can also click L3 to sprint away from trouble. Keep an eye out for green Healthstone pickups as you dash and roll around the arena.

Tossing Leviathan at Dauði's easy-to-target bulk won't inflict much damage unless you score headshots when he's vulnerable. A better overall strategy is to keep the troll distracted by tapping Square to fire Atreus' arrows. When the brute turns his attention to the boy, wade in fast with combos and heavy attacks on this big legs, then quickly roll out of range again.



When the Fire Troll's health bar finally drops close to zero, red circles flash around his head and you get on-screen notification to click R3 for a stun grab attack to kill the beast. Watch the scene as Kratos finishes the fight, and then decides Atreus is not yet ready for a sojourn into the world.





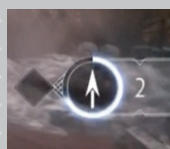
USING ATREUS' BOW

When you press Square during a fight, Atreus uses his bow to fire an arrow at a foe. To target a specific enemy, hold L2 and aim at it, then press Square. Repeated arrow shots can stun lesser enemies, letting Kratos rush in to finish them off with his fearsome stun grab attack. Again, each enemy's stun meter is directly below its health bar.

Against tougher foes like minibosses—the Fire Troll in Wildwoods, for example—Atreus' arrow strikes have less physical effect. But they do distract the monster, pulling its attention away from Kratos. This gives you a chance to escape a tight spot, find and consume a health item, or launch a combo or heavy attack unmolested by your distracted foe. Arrow hits also register on the enemy's stun meter.



Atreus starts with a max of three arrows in his quiver. The current number of arrows available is displayed in the lower right corner of the screen. The moment you shoot an arrow,



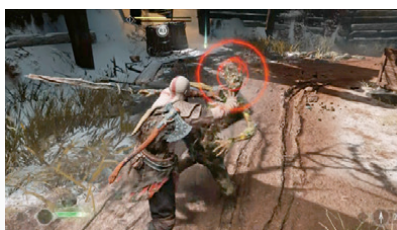
the arrow meter begins to “recharge.” Each time the meter fills up, your arrow count increases by one; this recharging cycle repeats until you hit your current maximum number of arrows.

OBJECTIVE: Return to the House

STUN THE DRAUGR

Head to the glyph-marked wall (27) to boost Atreus up, then follow him and snag the nearby green Healthstone if you need a health boost. Proceed through the narrow passage and take out the Draugr standing guard in the next clearing.

Kratos' bare-handed attacks in quick succession and Atreus' arrow strikes can rapidly fill up an enemy's stun bar, located directly underneath its health bar.



Once the stun bar is full, the “stunned” foe is unable to fight for a few seconds. Now you can rush in close and press R3 to execute a brutal stun grab attack. With most Draugr, the result is an instant kill—Kratos literally tears them apart.

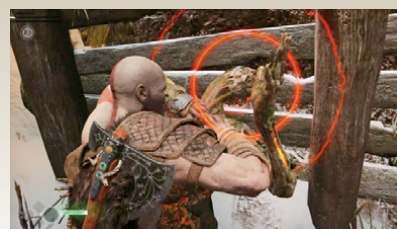
STUNNING ENEMIES

Atreus' arrows and Kratos' bare-handed attacks inflict extra Stun damage. Focusing both those types of attack at the same time on a single foe can fill up its stun bar quite rapidly.



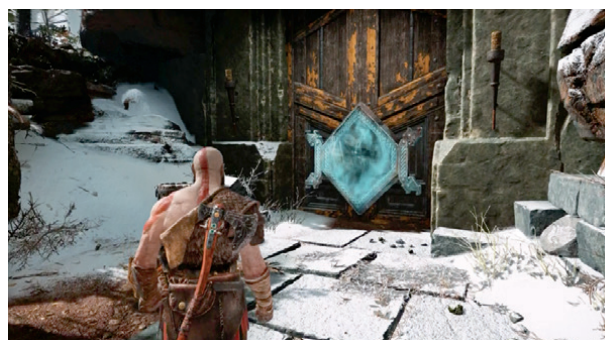
THE STUN GRAB

When a quick succession of attacks completely fills up an enemy's stun bar, red rings emanate from the creature's head and an R3 icon appears



under its health bar. Hurry to the stunned foe and press R3 to execute a brutal stun grab that inflicts great damage. This move usually results in an instant kill on lower-level foes like Draugr or Wolves.

After the fight, find any pickups, then check out the entrance on the cliff face (28) across the clearing. Kratos can't open it yet—a glowing metal lock plate seals the doors shut for now.



Climb the wall marked with yellow glyphs (29) to find another large Draugr squad posted in a walled area filled with burning debris. Again, bare-handed attacks combined with arrows from Atreus quickly stun Draugr so Kratos can tear them apart with his stun grab.

DEFEAT THE HEL-WALKER

Soon a new foe, a bluish breed of Hel-Walker called a Hel-Reaver Lord, rises from a pile of rocks near the lift platform (30). This creature is encased in ice armor that makes it resistant to your Leviathan's attacks! Put the axe away and switch to bare-handed mode to take it down.





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Hel-Reaver Lord

This breed of Hel-Walker has the ability to encase itself in ice and become invulnerable to Leviathan Axe attacks. Stun these enemies with Atreus' arrows and bare-handed attacks.

FIND THE FINAL LOST TOY

Approach the lift platform **(30)** to see a load of lumber lashed to the lift rope, blocking the way. Toss Leviathan at the glowing disc on the rope to smash it and detach the load, which crashes to the ground. Now you can jump down to the backyard below.

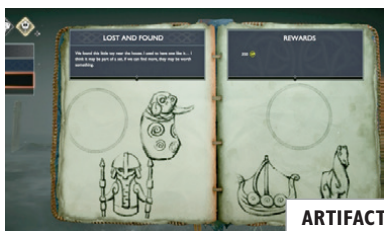
Approach the house and proceed under the awning on its right side to



reach the front yard. Keep to the right edge of the yard until you see the glowing Artifact on the ground. Pick it up to complete your Lost Toy collection!

LOST TOY

Find this Artifact near the perimeter wall in the front yard of the house where Kratos and Atreus live. If you're following this walkthrough, this is the final Lost Toy of that artifact set.



ARTIFACT

ENTER THE HOUSE

Approach the house and open the front door **(31)** to trigger a scene: Kratos gathers ashes from the smoking pyre, then enters the house. Approach Atreus and press Circle to trigger another scene: a tense father-son exchange about the value of anger is interrupted by a rude intruder:



Defeat the Stranger

The Stranger is small in stature but packs quite a punch, knocking Kratos completely over his house into the backyard area. The battle proceeds in distinct phases:

PHASE 1: BACKYARD

In the fight's opening phase, the Stranger exhibits the following behaviors in random order:

The Stranger paces and taunts Kratos with phrases like "Pointless!" or "So slow!" Simply rush in close and land a combination of blows, lowering his health bar a bit. He doesn't block you. Your final blow always sends him flying across the yard, smashing through trees.

The Stranger raises his arms and emanates a red flash, then fist-slams the ground, sending a nasty unblockable shockwave directly at Kratos. Quickly roll sideways to dodge the wave. (Again, move the left stick in the direction you want to roll and tap X twice.)

The Stranger's body runes glow blue and he makes a rocketing dash straight at Kratos, ending it with a brutal double-punch. Quickly hit L1 to block this attack, which knocks Kratos backward a bit.



The Stranger zigzags at lightning speed toward Kratos to launch a set of punches. Block or roll away from this rush.

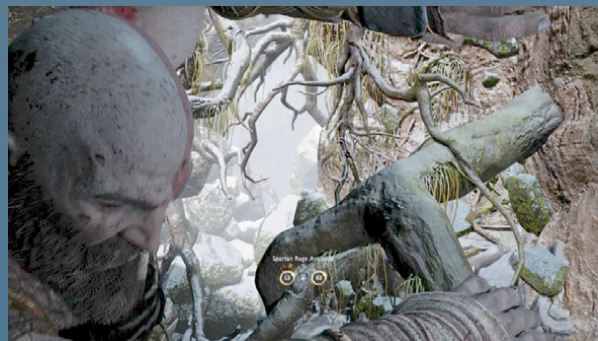
The Stranger repeats these same behaviors, mixing them up in different orders. Watch him carefully to anticipate the next attack type and counter it: dodge the shockwave, block the dash-punch, block or evade the zigzag dash, then counterattack to inflict your damage. When the Stranger issues insults—"Are you even trying?"—watch for him to leave himself open for another combination attack to degrade his health.

PHASE 2: ROOFTOP

When the Stranger's health drops below 50 percent, another scene is triggered: the intruder knocks Kratos atop the house, punches a hole in the roof, and notices two beds below. Then the fighters roll onto the side eave and Kratos ends up on top. Repeatedly tap R1 to deliver a series of powerful blows that drain the Stranger's health further.



This rooftop exchange ends when the fighters crash through the eaves to the ground. Kratos drives his adversary across the front yard, slamming him into a rock formation. But the Stranger not only survives, he rises up with his health bar replenished to 100 percent! Then he shoulder-slams Kratos completely inside the rock formation.



PHASE 3: RAGE

With Kratos trapped in the rocks, the Stranger heads to the house to hunt down "whoever it is you've got stashed in there." An on-screen message prompts you to trigger Spartan Rage by simultaneously clicking L3 and R3.

This sends Kratos into a powerful frenzy for a limited period—the time length is measured by a new orange bar under your green health bar. Kratos gains great strength and speed until his fury is expended.

SPARTAN RAGE

Spartan Rage is a berserker-type fury that can be activated when your on-screen rage meter (the orange-filled bar underneath your health bar) is completely full. If Spartan Rage is available, you see an on-screen notification with the simple activation instructions: click L3 and R3 simultaneously.

When enraged, Kratos becomes invulnerable and gains considerable strength and speed for the full duration of the state. He also gains a nice health boost. Early on, Spartan Rage attacks are limited to simple bare-handed moves, but they're quite powerful and deadly. Later in the game, you can acquire Skills that expand your repertoire of attacks.

Once Spartan Rage is triggered, the rage meter (the orange bar) starts dropping; Kratos' fury ends when the meter is fully drained. If you finish off all your foes before the meter is drained, you can click L3 + R3 to toggle off Spartan Rage. This way you can avoid having to refill the bar from scratch. There's a small penalty for toggling off, however.

The rage meter gets refilled in small bursts whenever Kratos inflicts or takes damage. Bigger surges of replenishment come from grabbing rage pickups, the glowing orange items dropped by certain slain foes or, in some instances, found on the ground.

Don't Waste Rage! Save Spartan Rage for combat situations where Kratos is either facing a higher-level foe or is seriously outnumbered and getting overrun by lower-level foes.

After the cut scene where Kratos blasts out of the rocks and pile-drives the Stranger with a log, use Spartan Rage to hammer the intruder with a flurry of punches until the rage meter is drained. If you stay on-target and land your punches, you can significantly drain the Stranger's health bar again. Once your Rage subsides, the Stranger returns to his original random attack patterns from Phase 1. Keep countering and knocking him across the yard until his health hits zero. This triggers a quick scene that leads to the final phase of the fight.

PHASE 4: FINALE

Kratos seemingly kills the Stranger by crushing him with a massive rock slab. Start walking painfully back toward the house. The foe emerges yet again, and the combatants end up in yet another landscape-shattering slugfest; Kratos falls down a steep canyon. Climb back up the cliff face to start a final round of combat. The Stranger repeats his earlier Phase 1 attacks but adds a new one: a huge vertical leap that drops him directly on top of Kratos if you don't roll out of the way.

Repeat your Phase 1 evasive moves and counterattacks until Kratos finally gets a headlock on the Stranger right at the cliff's edge. Then watch the final moments of the struggle.



OBJECTIVE: Return to the House

Afterward, stagger back to the house to trigger the chapter-ending scene with Atreus. And here the Journey truly begins.

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PATH TO THE MOUNTAIN

WILDWOODS' EDGE

1. START

2. NARROW LEDGE

3. ROCK CLIMB

4. CRANK-WHEEL

5. CLIMB CHAIN

6. ROCK CLIMB

7. CAVE ENTRANCE

8. CLEARING (DRAUGR SQUAD!)

9. CLIMB WALL

10. LEGENDARY CHEST

11. FALLEN ROCK

12. BRIDGE COLLAPSE

 CHEST

 LEGENDARY CHEST

 LORE



Midgard's highest peak looms in the distance, majestic and ominous. Kratos and Atreus must now leave Wildwoods to reach their destination. The path ahead leads into a new region, the River Pass, where ancient ruins and roving bandits make navigation difficult and treacherous.

JOURNEY OBJECTIVES

- ✚ Journey to the Mountain
- ✚ Continue Toward the Mountain
- ✚ Escape the Ruins
- ✚ Fight off the Reavers
- ✚ Throw Your Axe at the Trees
- ✚ Proceed Through the Gate to the Mountain
- ✚ Hunt with Atreus
- ✚ Find Atreus
- ✚ Follow the Witch
- ✚ Collect the White-Petaled Flower
- ✚ Return to Atreus
- ✚ Return to the Witch
- ✚ Get to the Boat
- ✚ Boat Toward Daylight
- ✚ Investigate the Glowing Statue
- ✚ Dock at the Bridge
- ✚ Investigate the Temple and Bridge
- ✚ Talk to Brok
- ✚ Make Your Way to the Tower
- ✚ Pass Through the Tower and Caves
- ✚ Continue Toward the Mountain

NEW ENEMIES

- ✚ Draugr (Projectile)
- ✚ Heavy Draugr
- ✚ Revenant (Poison)
- ✚ Reaver
- ✚ Shadow
- ✚ Hel-Reaver
- ✚ Nightmare
- ✚ Poison Wolf
- ✚ Ogre

OBJECTIVE: Journey to the Mountain

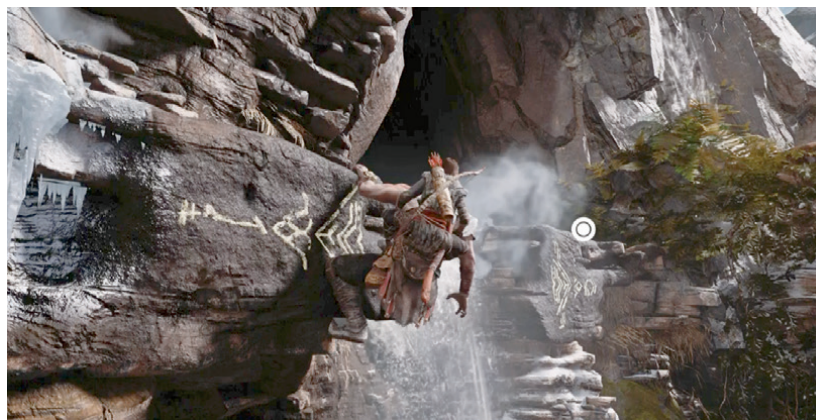
TRAVERSE THE CANYON

From the start (1), hop down the cleft into the canyon torn open by the titanic battle with The Stranger and slide along the narrow ledge (2). (Atreus automatically hops onto Kratos' back for most climbing or other traversal maneuvers.) Hop across the gap and climb the tall cliff at the yellow markings (3). Push the left stick in the direction you want to climb. If Kratos reaches an unclimbable area, he stops—don't worry, you can't fall off!

The climbing route curves around a rock corner to the first waterfall, where Kratos stops but reaches



out with his right hand. This indicates that he can make a jump to the next handhold. Move your view until you see the Circle icon appear on-screen, then press that button on your controller to hop across the falls; Kratos automatically grabs the cliff on the far side. Climb up onto the ledge above and follow the tunnel to a cavern with several rickety wooden platforms.



YELLOW PATH MARKERS

Whenever you're unsure where to go, look around for the mysterious yellow markers painted on walls, cliffs, or other surfaces. These usually mark the critical path forward.

CLIMB THE PLATFORMS

Boost Atreus up the platform at which he's pointing; he hustles over to the gap left by a raised drawbridge. Approach the nearby crank-wheel (4) and press Circle to grab it, then pull back on your left controller stick to rotate the crank. This lowers the drawbridge for Atreus. He runs across the lowered bridge.

ATREUS POINTS THE WAY



Pay attention to Atreus as you navigate through the world, especially confusing spaces. He points at key features and makes comments that help you determine your next step.

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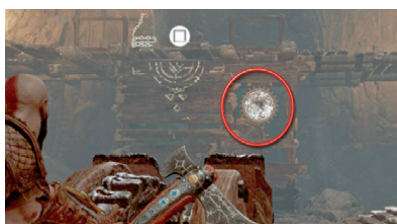
FAN ART

GOD OF WAR
TEAM

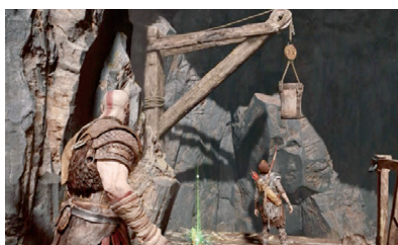
THE ART OF
GOD OF WAR

Don't press Circle to release the crank-wheel yet—if you do, the drawbridge rises back up. Instead, before you let go of the crank, use L2 to aim, then toss Leviathan at the gearwheel (circled in our shot) on the platform under the bridge. This freezes the gear so the bridge stays down. Now you can let go of the crank-wheel and approach the platform.

Press Square to command Atreus to toss down the climbing chain **(5)** for Kratos. Climb up the chain, turn left, and hop across the rock



ledge to reach a chest on the far platform. Then return and walk across the drawbridge. (Look for another Hacksilver bucket hanging above you. Follow the cliff face to the yellow marker **(6)** and start climbing. You must make several jumps as you climb the walls, so keep an eye out for the Circle icon; when you see it, press that button to jump.



When you drop onto the first rock platform, you can let down another chain that connects you to the lower wooden platform where you started, if you want.

Then climb the next seam (marked in yellow) to emerge from the cavern onto a high promontory. This triggers a scene: Atreus and Kratos survey the valley below, where they can clearly see the protection stave around their woods.

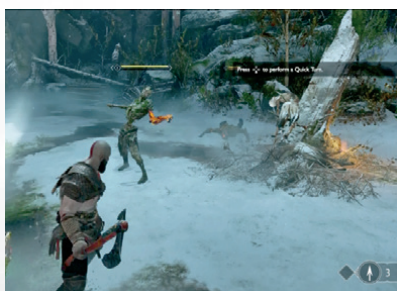
GET PAST WILDWOODS' EDGE

Climb the nearby wooden platform and follow the walkway up to the cave opening **(7)**, where you squeeze through a narrow passage. This emerges into an open area, Wildwoods' Edge **(8)**. A Draugr squad lurks up ahead, so nail them from afar with a few axe tosses, then rush in bare-handed to stun. (Kratos' stun grab stomp is beautifully gruesome.) Keep Atreus active, showering the Draugr targets with arrows.



After you decimate the first group, a new type of Draugr appears, tossing fiery projectiles. Note the flashing purple threat indicator that appears on-screen, pointing out the direction each incoming projectile comes from.

Close the space on this Draugr quickly, rolling sideways to avoid its fireballs as you rush in. A couple of quick punches kills the foe easily.



Draugr Projectile

The free arm of some Draugr has developed a glowing orange enhancement that lets them conjure up and toss burning projectiles. Dodge the fireballs and rush in for close-range melee attacks to quickly eliminate this enemy type. Note that Projectile Draugr need a few seconds to create their fireball. Try to interrupt this creation process with an axe toss or a quick arrow from Atreus.



THREAT INDICATOR ICONS

Watch onscreen for Gold "threat indicators" that point toward offscreen enemies. A flashing red pointer indicates an incoming attack. A flashing purple pointer indicates an incoming projectile.

Note that the mix of ranged fire-tossers and melee sword-swingers forces you to stay wary and keep scanning the area as you fight. You can't lock in on a single foe when other Draugr across the clearing are pitching fiery fastballs at you. Here's where Atreus can really help Kratos. His arrows interrupt a Draugr in the midst of conjuring up its fire projectile, and thus prevent the toss.

Once the clearing's floor is free of Draugr, one last fireball-tosser appears up on a ledge where you can't reach. Give the enemy a taste of its own medicine by nailing it with a couple of Leviathan tosses. Then scour the clearing for pickups and exit by climbing the low yellow-marked wall **(9)** next to a message formed by blue runes.

GIANTS!

This Rune Read is etched on a boulder next to the exit climb out of Wildwood's Edge.



LORE

LOOT LOW AND HIGH

Most pickup items are found on the ground, often dropped by slain foes. But some loot is stored inside pots or buckets that hang from tree limbs or other high places. Toss Leviathan at the breakable disc on the rope to knock down the receptacle. When it shatters, grab the pickup item that was inside.



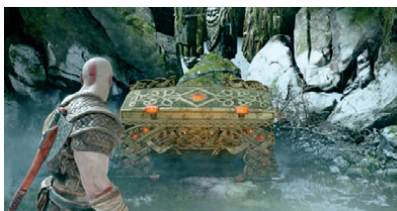
OBJECTIVE: Continue Toward the Mountain

FIND THE LEGENDARY CHEST

Proceed along the path until a Hel-Reaver attacks. This bluish foe doesn't have the ice armor that the Hel-Reaver Lord did in your first encounter with this type, so you can use your axe against it. The Hel-Reaver's frosty sword inflicts slow status, so block its swings, then knock it into the air using a heavy attack with Leviathan. String together more heavy attacks to "juggle" the foe.



After the Hel-Reaver falls, continue down the ravine to find a gleaming Legendary Chest tucked into a grotto on the right side (10). Open it to acquire your first Runic Gem and a short tutorial on how to install it into Leviathan. When slotted into your weapon, this gem imbues the axe with a special Light Runic Attack called Hel's Touch. You'll find more Runic Gems on your sojourn, giving you the ability to customize your weapon.



LIGHT RUNIC ATTACKS

To unleash a Light Runic Attack, hold in L1, then press R1. Afterward, the attack requires a cooldown period before you can use it again.

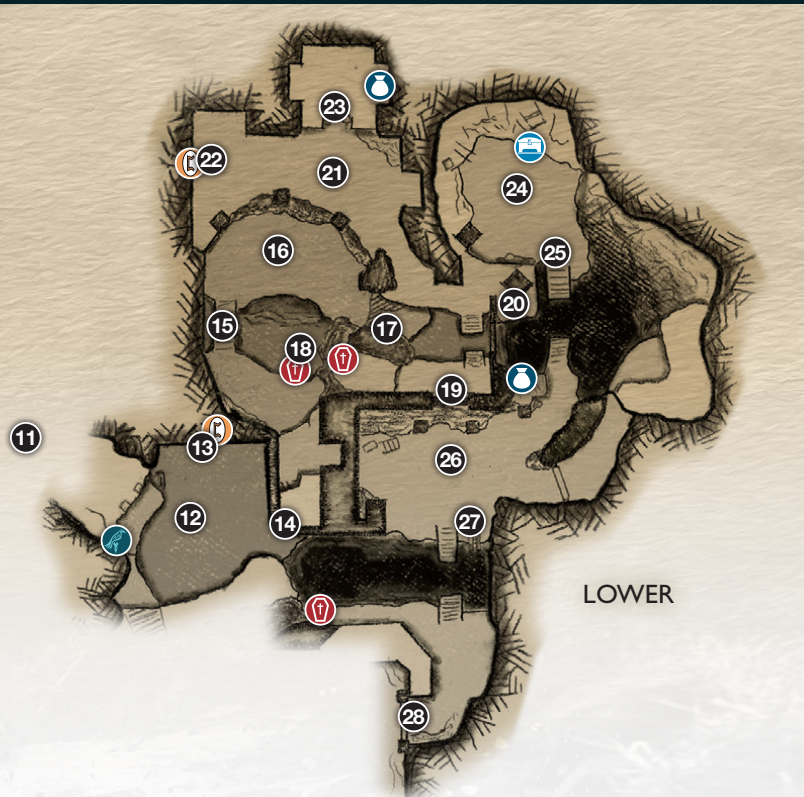
Continue down the ravine to the fallen rock pillar (11) and lift it to trigger a cut scene: an excited Atreus dashes across a rickety wooden suspension bridge (12). One of its struts collapses, and the



boy manages to hang on. But when Kratos creeps forward to rescue him, both father and son plunge into the canyon below.

JÖTNAR RUINS

- | | | |
|---------------------------------|--------------------------------|---------------------------|
| 11. LIFT FALLEN ROCK | 18. COFFIN IN LOWER TUNNEL | 25. DRAWBRIDGE |
| 12. BRIDGE COLLAPSE | 19. WINDOW VIEW OF EXIT BRIDGE | 26. VIEW OF RUNIC SEAL |
| 13. MARKETPLACE LORE MARKER | 20. OVERVIEW OF DRAWBRIDGE | 27. BRIDGE CRANK-WHEEL |
| 14. CLIMB (AFTER WALL COLLAPSE) | 21. GREAT HALL | 28. CORPSE-FILLED GATEWAY |
| 15. BRIDGE | 22. JÖTNAR SHRINE (HRUNGNIR) | 🗳️ CHEST |
| 16. REVENANT FIGHT! | 23. RUNE PICKUP | 🪦 COFFIN |
| 17. CLIMB WALL | 24. COURTYARD (NORNIR CHEST) | 📖 LORE |
| | | 🐉 NORNIR CHEST |
| | | 🦅 RAVEN |



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SURVIVE THE ARENA

Kratos and Atreus land in the midst of numerous Draugr that appear at first to be frozen in place. Some are indeed petrified like statues and can be shattered with a single blow. But others suddenly animate and attack! Some of these Draugr are Level 2 enemies, so they're tougher than ones you've faced earlier.



ENEMY POWER LEVELS

Pay attention to the on-screen pop-up note about enemy difficulty. The higher the number on a foe's health bar, the more powerful the foe. Power Level (i.e., how powerful an enemy is compared to Kratos) is reflected in the color of the enemy's health bar too. A green health bar indicates a lower-level foe; yellow indicates a level equal to Kratos; an orange bar indicates a more formidable enemy; and a purple bar is higher still.

Block and parry their vicious sword strikes, and use Hel's Touch, your new Light Runic Attack to knock back foes when you're swarmed. Perhaps most important of all: keep Atreus active with his arrows! He can take a lot of pressure off you in tense situations. Try to save your Spartan Rage if you can. You'll really need it in a few minutes.

WHEN SWARMED, GET RUNIC

If multiple foes put you on your heels, unleash a Runic Attack like Hel's Touch to give yourself instant breathing room.



As you clear out the enemy wave, a pair of Projectile Draugr start tossing fireballs from a high ledge.

The only way to reach them is with Leviathan tosses; target them carefully, but be ready to dodge their shots. You can nail the glowing Raven directly above them as well. (See our note on "The Eyes of Odin.")

"THE EYES OF ODIN" LABOR: RAVENS

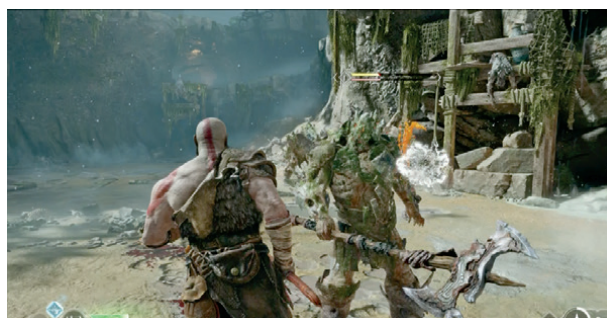
Toss Leviathan at the squawking Raven perched on a rock (circled in our shot) above the two Projectile Draugr tossing fireballs from the high rock ledge in the Jötunar Marketplace.



Keep an eye out for more of these birds as you travel through the northlands. Nail all 51 of them with your axe to complete the Labor entitled "The Eyes of Odin." For a full list, check out the Labors chapter of this guide.

DEFEAT THE HEAVY DRAUGR!

After you break the Draugr wave, scour the yard for pickups, then approach the tall pillar marked with blue runes (13). Press Square to direct Atreus to read it: this yard was once a "trade grounds" for Giants and gods called the Jötunar Marketplace. This reading triggers a quick scene: just down the yard, a larger, more powerful type of Draugr suddenly bursts through the wall!



JÖTNAR MARKETPLACE

This Lore Marker overlooks the area in the old Jötunar ruins where you fall after the bridge collapses underneath Atreus and Kratos.



LORE

This heavy soldier is a Level 1 foe, but don't be fooled: it has a double health bar and swings a huge battle axe with considerably more power than Draugr regulars. Evade its swing, then dash in to pummel it as you simultaneously fire Atreus' arrows for the stun. Kratos' stun grab may not kill this Heavy Draugr, but it inflicts heavy damage. Note that if the Heavy misses his big overhead swing, his axe gets stuck in the ground for a moment, giving you an opening for a quick counterattack.

YELLOW & RED FLASH ATTACKS

Certain powerful enemies dish out particularly heavy hits that can break Kratos' block. When delivering these hits, the attacker executes a windup move first, accompanied by a yellow or red flash. This warning flash gives you a brief moment to react.

If the foe flashes yellow, the coming strike will break Kratos' block and stagger him. However, Kratos can parry. A parry is a block executed at the last possible instant before the strike. Parrying a "yellow flash" attack fends off damage and briefly staggers the foe, leaving him open for a counterattack.



If the foe flashes red, the coming strike will break Kratos' block and inflict heavy damage. No parry is possible. All you can do is dodge the blow.



If the enemy is a much higher level than Kratos, his heavy attacks are more likely to be "red flash" attacks—that is, unblockable and damaging. If Kratos is closer in level to the foe, the enemy's heavy attacks are more likely to be "yellow flash" strikes that you can parry.

Heavy Draugr



This heavy, durable Draugr soldier unleashes heinous two-handed swings of its great battle axe, a weapon so powerful it can break your block (as indicated by the yellow or red flash when he winds up to strike). Fortunately, this windup

is slow and the Heavy flashes yellow or red, giving you time to evade most blows. As the Draugr winds up, dodge first, then dart in close after the swing for a quick counterattack combo.

Watch out for the Heavy's quick forward axe poke, too. Note that the Heavy Draugr can't be tripped or launched via your normal attacks. But Atreus can distract it enough to let you sneak in for backside attacks.

Soon other Draugr, including more Heavies, emerge to support the first soldier. This is a good time to unleash your Spartan Rage if it's available. When Kratos is enraged, target the toughest guys first. Punch out any Heavy Draugr in the yard, then mop up lesser Draugr if you still have rage left. Once the area is finally cleared, Atreus points out a new opening up where the first Heavy Draugr burst through the wall (14).



Climb the wall at the yellow markings, sliding rightward to reach the top. As you climb, you hear a spine-chilling chant. Enter the structure and hop down to the floor level. Before you cross the bridge (15), smash through rotting boards against both side walls to reveal a pair of small alcoves with hefty Hacksilver pickups sitting next to fallen soldiers.

Proceed across the crumbling bridge (15) into an open room (16) to face a Revenant—a poison-spewing Seiðr Revenant, swathed in a protective shroud that lets her disappear instantly to avoid Kratos' attacks. Be ready to block or dodge sideways when the Revenant rakes her staff on the ground, sending a fissure at you.

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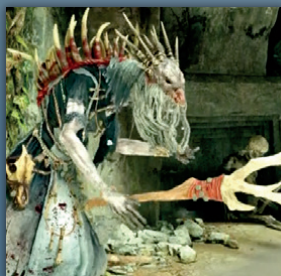
JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Revenant Poison



This Seiðr Revenant has a billowing magical shroud that lets her slip between sheets of reality and teleport around the field. Atreus must shoot her with his arrows to break her shroud. Otherwise, she keeps teleporting away before your attacks can hit. The Revenant flings globs of lethal poison dust, then rakes the ground to send a deadly fissure snaking across the ground to chase you.



The secret is to tag the Revenant with Atreus' arrows right away. A few arrow strikes can disable her shroud, leaving the creature rooted in the real world for a few seconds. Quick! Rush in to stun her with bare-handed attacks. If Kratos can execute a stun grab on a Revenant, it's usually finished. Be sure to avoid stepping on any pools of poison she might have tossed; they puddle on the ground for a while, sapping your health if touched.

OPTIONAL: DEFEAT THE LEVEL 3 HEAVY!

After you defeat the Revenant, exit the far doorway and leap across the gap (17) to grab the yellow-marked struts on the opposite wall. You can climb up or down—climb down first. In the ravine below, another Heavy Draugr guards a glowing coffin (18). This Heavy is a Level 3 enemy, very powerful, and the space is very tight in the narrow ravine.

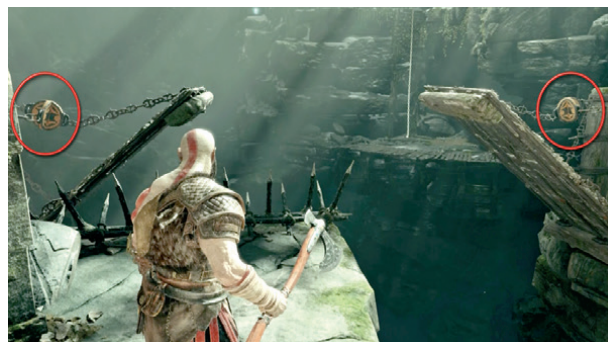
Defeat the foe, loot the coffin, then return to the wall struts and climb all the way up to the top level. Here you can press Square—Atreus points through a broken window (19) at your next goal: the exit bridge at the top of the ruins.



FIND THE JÖTNAR SHRINE

Turn right and find another coffin to loot, then return and hop across the broken gap in the walkway. Careful! There's a Draugr waiting just around the corner to the right. Kill it, then step out onto the ledge (20) to see the two raised sections of a drawbridge. Toss Leviathan at the two discs (circled in our shot) attached to the chains holding up the bridge halves. This drops the bridge into place for a later crossing.

Go back inside and follow the passage that leads into a great hall (21), where another squad of Level 2 Draugr wield swords in one hand and fling fireballs with the other. Clear the hall and pick up the scroll on the floor near the entranceway. Then go open the Jöttnar Shrine (22) at the far end of the hall.



SVARTALFHEIM SEALED

Find this Scroll near the entrance to the big hall on the second level of the Jöttnar ruins. (It's the same hall that houses the Hrungnir Jöttnar Shrine.)



LORE

HRUNGNIR

Find this Jöttnar Shrine at the back of the big hall on the second level of the Jöttnar ruins. It tells the tale of Hrungnir, a great Giant who battled Thor.



LORE

Climb up the nearby yellow-marked wall **(23)** to an area with a chest and a valuable alternating Runestone. The stone's glow alternates between green (health), orange (rage), and white (XP)—pick it up when it turns the color you need most. Then head back down the main passage and turn left into the open courtyard **(24)** with the Nornir Chest.



UNSEAL THE NORNIR CHEST

The runic seals for this Nornir Chest are the kind you simply shatter with an axe toss to unseal. One rune-seal stone is easy to spot just above the Nornir Chest and slightly to the right.



Walk to the front edge of the drawbridge **(25)** (the one you lowered earlier) to spot another rune glowing on a high ledge across the canyon. Throw Levithan to break the stone.



Cross the drawbridge and punch into the chest on a raised platform to the right. Then turn around, spot the third rune-seal stone through a hole in the opposite rock wall, and nail it with your axe. Once all three seals are broken, return to the now-unlocked Nornir Chest and retrieve the item inside: another valuable Iðunn Apple.

GET ACROSS THE NEXT DRAWBRIDGE

Continue into the next yard **(26)** to face another Hel-Reaver Lord. Remember; this foe has ice armor that blocks your axe, so switch to bare-handed attacks as you pepper it with Atreus' arrows. Once it's stunned, stomp its head into slush with a stun grab.

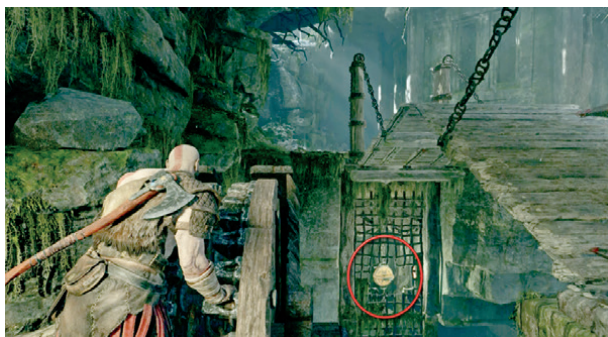


Next comes the tough pairing of a Revenant with a two-handed Heavy Draugr. As before, use Atreus' arrows to briefly disable the Revenant's shroud, then hammer her with Leviathan or your fists while she's vulnerable. But note that Heavy Draugr can incapacitate Atreus, forcing you to hustle over and revive the boy. (To revive Atreus: stand next to him and press Square until he recovers.) Later in the fight, be ready, as another Heavy Draugr plus a pair of Projectile Draugr join in to complicate matters.



This is a very good place to activate your Spartan Rage, if it's available. If not, the best tactic is to rely on quick strikes in short combos, then roll away to reassess. Keep Atreus firing at the Revenant as much as possible until you finally manage to take her out, then turn your full attention to the Draugr.

After you clear the area and scour for pickups, approach the bridge crank-wheel (27) and grab it. Give it small cranks until the disc reaches the torn gap in the grate across the canyon (see our screenshot). Then hold L2 to aim your axe at the disc and toss it. Breaking the crank-chain this way drops the drawbridge. Now you can let go of the crank-wheel and head across the bridge.



Once you cross the drawbridge (27), take an immediate right and follow the mossy green path to find a coffin to loot. Then return to the main path and follow Atreus to a closed gate (28) piled high with corpses. That doesn't seem like a good sign. Open the gate to trigger a scene: a band of Reavers, hungry for meat, surrounds Kratos and Atreus.



JÖTNAR RUINS

28. CORPSE-FILLED GATEWAY

29. BOOST ATREUS

30. CLIMB CHAIN
(AFTER ATREUS BOOST)

31. NARROW LEDGE

32. BRIDGE PATH

33. BRIDGE ENTRY

ARTIFACT

COFFIN

UPPER



OBJECTIVE: Fight Off the Reavers



Kratos fights this battle alone. The Reavers swarm in close, so start with a nice Runic Attack to send them all flying. Then use your axe to quickly clear the hall of swordsmen. Next, toss Leviathan at the Shadows tossing Seiðr magic from the upper level, including one hidden behind wooden crates (circled in our shot).

When the last bomb-tosser falls, a quick cut scene plays: other Reavers leap from the balconies and drop onto both Kratos and Atreus. When control returns, hop across the gap in the hall to pull the slain Reaver off Atreus. This event rattles the boy, who struggles to deal with his first human kill.

Shadow



This Seidr-infused Reaver can conjure up and toss projectiles of yellow magic from a distance, similar to the Projectile Draugr units you've faced. But their strikes can inflict Poison as well as physical damage, clouding your vision briefly. Nail

Shadows with Leviathan from range, or get in close (if you can) and hammer them bare-handed for quick takedowns.

Afterward, fight off the Hel-Walker squad that appears, including another ice-armored Hel-Reaver Lord with immunity to your frosty axe. Hit the Lord bare-handed, then switch to Leviathan to cut down the standard Hel-Reavers. When the room is cleared, you return to your previous objective: escape the ruins.

ESCAPE THE JÖTNAR RUINS

Head over to the yellow-marked raised platform in the corner (29), the one with a fallen chunk of pillar at the top. Here, Kratos can boost Atreus to the upper level. Now the boy can lower the chain in the other corner (30), but he's still disoriented by the previous incident, so you must press Square several times to keep him on task.



When Atreus finally lowers the chain, climb up to join him. Slide along the narrow ledge (31) to finally complete your objective to escape the ruins. Climb down the nearby chain and move past the cooking fire, then continue along the rocky ledge until you find a corpse and Mask, one of the "Masquerade" set of collectible Artifacts.

MASK

Right after you shimmy sideways along the narrow ledge to finally exit the Jötunar ruins, climb down the nearby chain to find this collectible mask next to a fallen knight.



ARTIFACT

Hel-Reaver



The standard Hel-Reaver swordsman inflicts Frost damage with his sword strikes, and at higher levels, can add a Frost wave that adds a slowing effect. Trip them up with axe tosses to their legs and move in to finish them off.

Climb back up the chain and find the Coffin up the stairs on a platform to the right. Then continue out onto the bridge path (32). Follow Atreus as he rushes ahead to the bridge (33).

JÖTNAR RUINS

33. BRIDGE ENTRY

34. MEET BROK

35. BROK'S SHOP

36. ROCK SHELF (ARTIFACT)

37. DRAWBRIDGE HALF

38. GATE CRANK-CHAIN

39. GATE

40. LOW TUNNEL

ARTIFACT

CHEST

COFFIN

SHOP



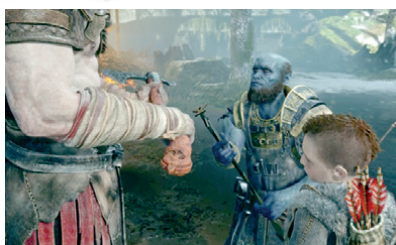
OBJECTIVE: Throw Your Axe at the Trees

Move onto the bridge to trigger a scene: Kratos and Atreus meet Brok, a Dwarf craftsman and blacksmith whose Beast of Burden refuses to cross the bridge (34). Atreus senses that the animal is afraid of something ahead and asks Kratos to toss his axe at the trees with white trunks. Toss Leviathan at the trees across the bridge on the right side (see our screenshot) to chase off whatever creature has spooked Brok's animal, triggering another scene.



UPGRADE LEVIATHAN

As the party moves across the bridge, Brok recognizes Leviathan as his handiwork. He produces the brand as proof and offers to enhance the axe for Kratos, who agrees. They walk to Brok's shop (35), and the Dwarf produces a Frozen Flame, the resource needed for axe enhancement.



Here you get a tutorial on using Dwarven Shops. Simply follow the onscreen instructions. You have the Resources Required (1/1 Frozen Flame) for the Axe Upgrade II. Hold down Square when prompted until the upgrade bar fills up, completing Leviathan's upgrade.

SELL THOSE ARTIFACTS

Now's the time to sell off all those Lost Toys you collected. Brok pays good coin for artifacts, and they do no good sitting in your pouch. Turn them into better gear!

UPGRADE THE TALON BOW

After the tutorial, open the Upgrade Menu then select Talon Bow. If you've been carefully scouring areas for pickups and looting all chests and coffins, you should have enough Hacksilver and Soft Svartalfheim Steel to buy the Talon Bow Upgrade II as well. (If not, you will have plenty of opportunities to do so later.) Hold down Square until the upgrade bar fills up, completing the upgrade.

Here you might also want to use new recipes available in the Craft Menu to have Brok craft new armor; if you have the Hacksilver available. Kratos, in particular, could benefit from better chest armor. When you finally back completely out of the Brok's Shop menu, the "creature in the trees" suddenly emerges to fight. Before you engage, however, open your Skills Menu and check out all the new Skills available when you upgraded your weapons.

SPEND THAT XP!

Don't let the XP you've earned sit in the "bank" for too long. Open your Skills Menu and purchase some Skills that best bolster your preferred style of play. Both Kratos and Atreus can acquire powerful new abilities that make combat much more satisfying and effective.



DEFEAT THE DRAUGR INTRUDERS

Time to test out your upgrades. A nasty Heavy Draugr swinging its two-handed battle axe suddenly attacks, and it's backed up by a team of Projectile Draugr flinging fireballs from across the clearing. A good tactic here is to dodge your way toward the ranged Draugr, which are easy to take out with a few hits of your newly upgraded Leviathan. Once you terminate the pesky fire-tossers, turn your full attention to the Heavy Draugr:



OBJECTIVE: Proceed Through the Gate to the Mountain

After you wipe all Draugr from the clearing, head to the right of Brok's shop to find a drop-off onto a small plateau (36) here you find another Mask Artifact.

MASK

Find this collectible Artifact next to a fallen soldier on a rock plateau to the right after you cross the bridge exit from the Jötunn ruins (not far from Brok's shop).



ARTIFACT

Next, approach the raised drawbridge (37) and sling your axe into the disc to break the chains and drop the bridge. Hop down to find a chest, then climb down the chain next to it to loot a Coffin and find a Rage pickup.



Climb back up and pull the crank-chain (38) to open the gate (39) that leads to the Mountain. When the gate is fully open, aim and toss Leviathan at the center gearwheel above the gate to freeze it. Release the crank-chain, go through the gate, and then recall the axe. Proceed through the low, skeleton-filled tunnel (40) to the next area.

SPIKE TRAP CAVERN

40. LOW TUNNEL

41. SPIKED DOOR

42. HIDDEN ALCOVE (COFFIN)

43. SPINNER-CRANK

44. CHEST (LOWER LEVEL);
NORNIR CHEST (UPPER LEVEL)

45. SPIKED DOOR

46. TUNNEL

47. MOUNTAIN VISTA

48. PATH TO DOOR PUZZLE

ARTIFACT

CHEST

COFFIN

NORNIR CHEST



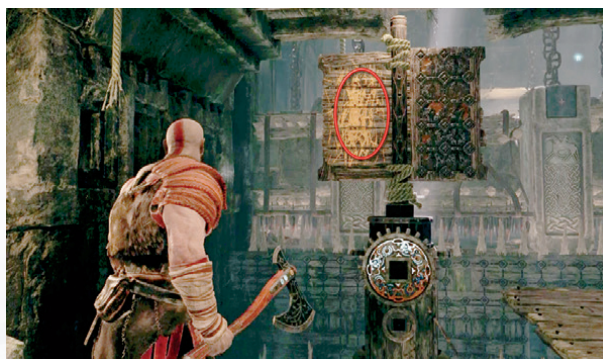
OBJECTIVE: Continue to the Mountain

RAISE THE SPIKED CEILING

You emerge from the tunnel (40) into a cavern entrance blocked by a spiked door (41). Toss your axe at the door's upper right corner where the wood is exposed to knock the door open. Repeat at the next spiked door; this time you have to toss the axe at the exposed spot twice before the door opens. Before you move on, toss Leviathan at that door once more (42) to knock it back again, revealing a hidden alcove with a coffin inside.



This cavern features a spiked ceiling trap that can be raised by a spinner-crank (43). Make a heavy axe toss at the spinner's scarred, bare-wood panel to rotate the crank; you must hit the panel, recall the axe immediately, then hit the panel with a second heavy toss. (If you don't hit the panel again right away,



the crank just spins back down.) When the spiked ceiling is fully raised and the spinner doesn't turn anymore, quickly recall the axe and immediately fling it at the spinner's gearwheel to freeze it, which keeps the ceiling raised.

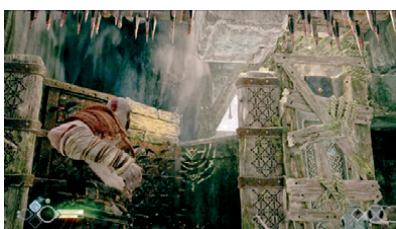
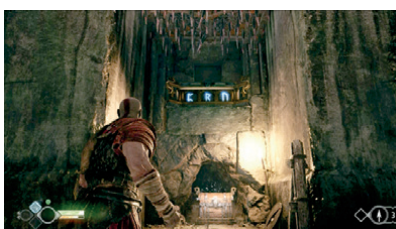
Now you can jump across to the main floor under the spikes where several sword-wielding Projectile Draugr emerge. Don't recall Leviathan, or else the ceiling will start to lower! Instead, fight bare-handed until you clear the area, including Draugr that emerge over on the first platform where Atreus waits. Be ready for the late appearance of a powerful Heavy Draugr swinging its big two-handed axe. When this last foe falls, face the wooden barrier to see the Nornir Chest above it, then break the barrier to reveal an alcove (44) with a chest.

A NASTY TIP FROM THE DEV TEAM

Ruthless warriors will use the spiked ceiling to crush the Draugr who harass you when you hop over to the floor under the spikes. As the Draugr emerge, recall Leviathan to unfreeze the spinner-crank and start lowering the ceiling. Wait a couple of seconds, and then make the leap back to the other side where Atreus waits. The Draugr will try to follow you out of the trap, so use Atreus' arrows or light axe throws to keep them pinned until the spikes drop.

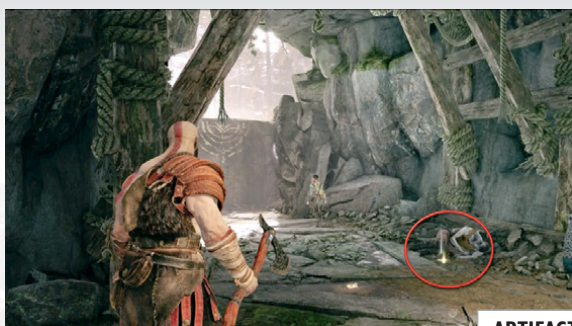
Approach the spiked wall at the back of the chamber (45) and get ready to move fast. Recall Leviathan to your hand—this unfreezes the spinner-crank and the spiked ceiling above you starts to lower; so hurry through the next steps. Immediately fling the axe at the bare wood on the spiked wall's upper right corner. Quickly recall the axe, toss again at the bare spot, recall again, and toss a third time. (You must recall and toss the axe three times to fully open the spiked door; so hurry!) Once the door is open, hustle in to avoid being impaled by the ceiling spikes.

Climb up the yellow-marked wall to see daylight ahead. Don't miss the Mask Artifact on the ground next to the corpse against the wall.



MASK

When leaving the cavern with the spike-trap ceiling, look for this Artifact on the ground next to the corpse in the exit passage.



ARTIFACT

UNLOCK THE NORNIR CHEST

Turn right and hop across the gap onto the top of the spiked ceiling. Spot the Nornir Chest over in the alcove (44). Turn around and look up to find one runic seal on a high ledge in the back corner of the chamber: Smash it with an axe toss!



Approach the hole torn in the wall and step into the tunnel beyond (46). Another runic seal can be found glowing in a small cave on the left side of the tunnel. Sling Leviathan at it. Continue to the drop-off at the end of the tunnel to find a chest to loot.



Turn around and go back through the hole onto the top of the ceiling. Veer left to face the spinner-crank below (43). Make a heavy axe throw at the spinner's bare wood panel and immediately recall it. This raises the ceiling slab you're standing on just enough for you to glimpse the blue sparkle of another runic seal on the platform (circled in our screenshot) directly above the spinner. The runic seal is tucked behind a box so you can't see it clearly, but you can nail it right through the box with a light axe toss if you're quick enough. This may take a few tries, but you'll get it eventually.



Now that all three magic seals are broken, open the Nornir Chest and retrieve the valuable item inside: a Horn of Blood Mead. Collecting three of these horns will increase your maximum Rage. Then exit the cavern at last, boosting Atreus up the low wall to another majestic view of the Mountain ahead (47).

THE RIVER PASS

48. PATH TO DOOR PUZZLE

49. SAND BOWL

50. DOOR SWITCH

51. CIRCULAR DOOR

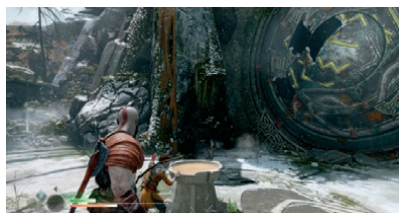
52. POOL (HACKSILVER)

ARTIFACT

CAVE ENTRY



SOLVE THE DOOR PUZZLE

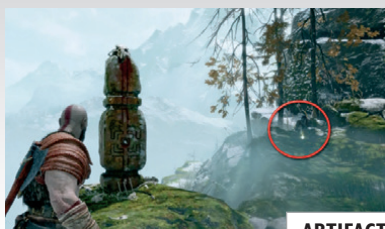


As Atreus runs ahead down the path (48), veer leftward past the pillar to find another collectible mask near the cliff's edge. Continue down the

path toward the big circular door flanked by two towering statues. Approach the sand bowl (49) in front of the door and press Square to speak with Atreus, who reads the rune puzzle.

MASK

When you exit the cavern with the spike-trap ceiling, Kratos and Atreus marvel at the view of the Mountain. After that scene plays, look for this mask collectible near the edge of the cliff nearby.



ARTIFACT

Climb the nearby yellow-marked wall and the series of ledges to the switch mechanism at the top, overlooking the door. Yank the switch to activate the door, which starts rotating.



The rotating door is constructed of three concentric rings—inner, middle, and outer. Each ring has a gear underneath that rotates it. You can see the turning gears appear in the gaps as the rings rotate. The trick to opening the door is to align all three rings so they form a rune phrase. Here's how:

✚ Toss Leviathan at the outermost gear when it appears. If you hit it, the gear freezes and the outer ring stops rotating.



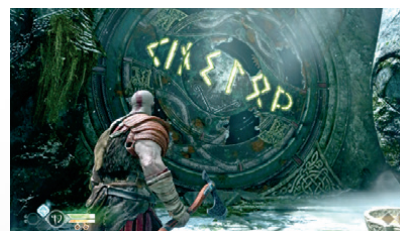
✚ Wait until the rune fragment etched on the middle ring rotates to match up with the rune fragment on the frozen outer ring, then quickly recall Leviathan. If you time it right, the rune lights up as the outer and middle rings lock together and start rotating.



✚ Toss Leviathan at the gear beneath the innermost ring when it appears. If you hit it, the gear freezes and the inner ring stops rotating.



✚ Wait until the rune fragment on the unmoving inner ring matches up with the runes on the locked rotating rings, then recall your axe. Again, if you time it right, the rune brightly flashes as all three rings lock together; they stop rotating when the rune message is aligned horizontally.



THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Once the puzzle is solved, press Square. Atreus reads the runes and traces them in the sand bowl. After a few seconds, the great door rolls sideways, opening the passage into the Mountain.

Enter and veer left when the path splits; climb up the low wall to find a water pool (52) with a large stash of Hacksilver. Then backtrack and continue down the tunnel, following Atreus as he leads you to a spot where he points out a high opening to daylight (53). Knock down the Hacksilver bucket hanging from the ceiling here.



MASK

This mask lies submerged in a pool inside the cave passage that you enter after solving the puzzle that opens the big circular doorway into the cliff.



ARTIFACT

RIVER BASIN

53. HIGH CAVE OPENING

54. BOAR TRACKS

55. LAVA TROLL FIGHT!

56. ROCK FORMATION (USE AS COVER)

57. WOOD TOWER (BOOST ATREUS)

58. TARGET RUNE BELLS FROM HERE

59. NORNIR CHEST

60. TUNNEL TO NEXT AREA

📦 CHEST

📖 LORE

🦅 RAVEN

🏠 NORNIR CHEST



OBJECTIVE: Hunt with Atreus

Near the tunnel exit, a short scene is triggered: Kratos finds markings that Atreus recognizes as wild boar tracks (54). Follow Atreus as he hops down into a watery basin. Be ready for a nasty fight—another big Troll (55) patrols the swamp!

Defeat the Lava Troll!

Meet Brenna Dauði, a Lava Troll. Like the first Troll you faced, this one stomps his foot if you're close, but this stomp sends a splash of red-hot lava underground to pop up around the spot where Kratos stands at the moment of the stomp. Move quickly when you see Brenna's leg glow orange and his foot rise; the lava surge can inflict several seconds of burning damage if it sloshes up onto Kratos and fills your Burn gauge.



This monster can also fling lava at you from a distance, so be ready to make a rolling evasive maneuver when you see him conjure up a burning handful for a toss. At mid-range, Brenna swings his pillar in huge heinous swipes. He also slams his massive pillar vertically to the ground if you're in melee range.



As in your previous Troll fight, axe throws don't inflict much damage. So your best tactic is to dance in a circle around the tall outcropping of rocks (56) in the center of the basin, using Atreus' arrows to draw the Lava Troll's attention while you maneuver behind him for a quick melee attack combo. After you land a few hits, roll away fast as Brenna turns to slam his pillar or stomp his foot. Duck around the rocks and bide your time until you can get in another rush from behind. The rock formation can also cut off the angle when the Troll winds up for a burning lava toss.

As the fight progresses, Brenna gets support from a squad of Shadow minions who throw poison bombs at you. Rush each one bare-handed and take him out quickly, then sprint back to the cover of the basin's center rock formation to re-engage the Troll.

When Brenna Dauði's health bar drops near zero, he falls to one knee, stunned. Move in fast for a stun grab to finish the fight. Afterward, be sure to snag the pickup items dropped by the slain beast, including a devastating Heavy Runic Attack that you can activate immediately.

READ THE LORE MARKER

Once all foes are defeated, scour the swamp for pickups. Next, find the wooden tower (57), toss Leviathan through the wooden barrier at the top, and then boost Atreus up the tower. After he lowers the chain, climb up and follow the short path to the tall Lore Marker covered in blue runes. Press Square to have Atreus read the runes; he enters the Lore in his journal, which you can open and read.



PRAYER TO ODIN

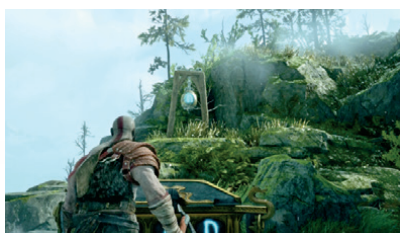
This Lore Marker sits atop a low cliff overlooking the watery basin patrolled by the Lava Troll, Brenna Dauði.



LORE

UNLOCK THE NORNIR CHEST

Now you can work to unlock the Nornir Chest (58). This is a tricky task. You must toss Leviathan at the runes etched on three bells mounted around the basin. When you hit a rune bell, its rune darkens, deactivating its magic seal on the chest. When all three runes are dark at the same time, the Nornir Chest unlocks.



Unfortunately, each individual rune stays dark for only a few seconds after being struck, then re-illuminates unless all three runes are dark at the same time.

This means that from the moment your axe strikes the first rune bell, you have only seconds to strike the other two bells. You must recall Leviathan immediately after each strike, then pivot quickly and target the next bell. Again, if you can hit all three bells within several seconds, the Nornir Chest is unlocked.

Check out our map and stand on the spot (58) where you can see all three bells. Your best bet is to throw at the farthest one on the opposite side of the basin first (see our shot), since it's the hardest to target. Aim high, because at that distance the axe flies in an arc that curves downward. Try a few practice throws until you pinpoint the exact spot where you must aim to strike the bell.



Once you've mastered targeting the farthest bell, swivel to practice targeting the other two bells, one on either side of the Nornir Chest. When you have your throwing arcs figured out, turn back to the far bell. Hit it, then recall the axe as you're pivoting to target the next bell. Repeat this method to target the third bell. It's not easy, but with a little practice, you'll get it.

Once the magic seals are broken, open the Nornir Chest (59) to loot the valuable item inside: another Iðunn Apple. If you're following our walkthrough, this is your third such apple, which gives you a Maximum Health increase! Exit the basin via the tunnel (60) with a torch at its entrance.



THE ABANDONED CAMP

60. TUNNEL

61. WILD BOAR (FIRST SHOT)

62. WOODEN PLATFORM

63. RAVEN (ON ROOF)

64. CLIMB TO LEDGE

65. MASK ARTIFACT

66. HUT (HEL-REAPER INSIDE!)

67. LIFT ROCK

ARTIFACT

CHEST

RAVEN



HUNT THE WILD BOAR

As you follow the tunnel to a drop-off, Kratos says, "Boy, I hear your animal ahead." At the drop-off, press Circle to trigger a scene: after jumping down, Atreus spots the wild boar and sets up to shoot **(61)**. Aim until the targeting reticle turns all red, then fire. The arrow bounces harmlessly off the creature's flank! Follow Atreus down to a wooden platform **(62)** overlooking an abandoned village **(63)** strewn with corpses.



EXPLORE THE ABANDONED VILLAGE

Take some time to check out the village. Break into several huts to find Hacksilver stashes, plus another stash in a bucket hanging from a tree (it falls onto a ledge above).

You also find one chest directly underneath the platform **(62)**, a Raven collectible **(63)** on a hut roof, and another chest plus the Hacksilver that fell from the bucket if you climb up the yellow-marked ledge **(64)** around the corner from the wooden platform.



Next, find the Mask Artifact **(65)** behind the hut with the smoldering roof. Then approach the last hut **(66)** in the village, where a Hel-Reaver swordsman suddenly bursts through the entrance. Remember that all Hel-Walkers have some resistance to Leviathan's Frost damage, so attack him bare-handed for best results.

A good heavy-attack kick can send Hel-Reavers flying. After the foe is defeated, follow Atreus to the fallen rock pillar **(67)** and lift it.



MASK

Find this mask next to the fallen soldier behind the smoldering hut in the abandoned village.



ARTIFACT

RIVER PASS

67. LIFT ROCK

68. SHOOT WILD BOAR

69. FOG AREA BEGINS

70. JUMP OVER LOG

71. ENTER TUNNEL

72. EXIT TUNNEL

73. JUMP OVER LOG

74. SIDEWAYS SLIDE THROUGH GAP



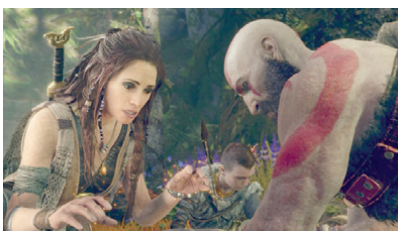
OBJECTIVE: Find Atreus

CHASE DOWN THE WILD BOAR

Lifting the big rock triggers a scene: Atreus finds the wild boar and automatically sets up to shoot it (68). The stricken animal flees, and Atreus takes up the chase! Follow him down through the narrow cleft in the rocks (69) into the foggy maze.

Refer to our overhead map. Turn right just after the cleft (69), then take the first left through the ravine and hop over the log (70). Take the next right turn and duck into the tunnel entrance (71) marked by a torch. When you emerge from the tunnel's far exit (72), turn left and follow the passage that leads to another fallen log (73).

As you approach the log, you hear a woman's voice cry, "What did you do?" Vault over the log to trigger a scene: Kratos squeezes through a narrow passage (74) and comes upon Atreus and a strange woman bent over the stricken boar.



The creature, it turns out, is her friend!

She tells Kratos that Atreus' arrow cut a tideway inside the creature, so he must find both ends and hold them tightly. When control returns, press and hold L2 as prompted. Then, while still holding L2, press and hold R2 as well. After a few seconds, the woman asks Kratos to carry the boar to her house, and she dispels a magical barrier:



WITCH'S HOUSE

75. ENTER SANCTUARY GROVE

77. STAVE ON WITCH'S FLOOR

79. ATREUS IN GARDEN

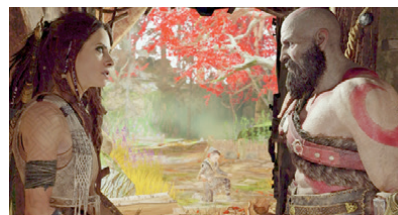
76. TORTOISE'S HEAD

78. WHITE-PETALED FLOWERS



OBJECTIVE: Follow the Witch

Once Kratos hefts up the boar, simply follow the Witch through the gap (75) into a new area called Sanctuary Grove. She leads you down the path to her house, which sits beneath a massive protector. Proceed under the tortoise's head (76) to the front entry. Then carry the boar into the house to the stave etched on the floor (77).

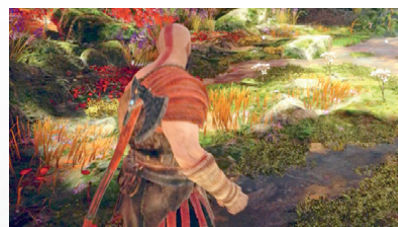


This triggers another scene: the woman prepares a healing potion, but she needs two more ingredients. First, she sends Atreus out to pull a cluster of fresh red root behind the house.

Then, after issuing a warning to Kratos about the gods of these realms, she sends him out to gather Lamb's Cress, a white-petaled flower in her garden.

OBJECTIVE: Collect the White-Petaled Flower

Go to the front door, open it, and head outside. Turn left and enter the side garden (78) to find several clusters of white flowers. Approach a cluster and press Circle to pluck it out.



OBJECTIVE: Return to Atreus

Walk around to the opposite side of the house and find Atreus struggling to pull a root in the back corner of the garden (79). Approach him and press Circle to trigger a short scene: Kratos returns an item that Atreus uses to slice the fresh red root.



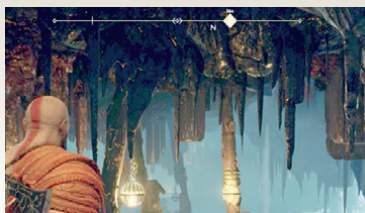
OBJECTIVE: Return to the Witch

Go back to the door; open it, and re-enter the house. This triggers a scene: after receiving the potion ingredients, the Witch shows her gratitude by marking Kratos and Atreus with protection staves to keep them hidden from "those who might make your journey difficult." Then she shows them to a secret underground passage that leads safely out of the woods.



THE WITCH'S COMPASS

Exiting the Witch's house adds the Witch's Compass to your screen display. The Journey marker on the compass indicates the direction to the next objective and displays the distance in meters.



WITCH'S CAVE

80. WALKWAY
81. XP PICKUP

82. LEGENDARY CHEST
83. BOAT

84. WATERWAY TO LAKE
LEGENDARY CHEST

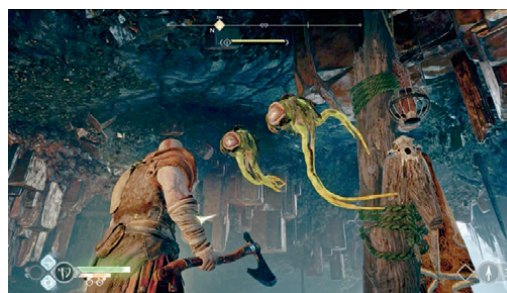


OBJECTIVE: Get to the Boat

DEFEAT THE NIGHTMARES

You emerge from the house into Witch's Cave. Head down the curving wooden walkway (80). Exploration can lead to several items, including high-hanging buckets of Hacksilver and a valuable XP pickup (81) on the ground down a side passage. But

be ready for a new enemy: a swarm of annoying Nightmares, small flying nuisances that spit painful globs of poison. Watch out for a Draugr that may stumble into the action from a back cave as well.



WITCH'S CAVE EXPLORATION

The cave under the Witch's house is loaded with interesting stuff, but you can't fully explore it until after the water level drops and you've gained additional equipment. In this walkthrough, we'll exit the cave for now and do a more thorough exploration later, when you have access to more areas.

Seiðr Nightmare



Flying Nightmares spew poison projectiles and tend to travel in swarms. They're easy to kill if you can hit them, but they often hover and dart just out of reach. Carefully aim your axe throws to deal out the damage. Atreus is a deadeye with his bow, so fire his arrows to stun or kill the little fliers.

When the upper area of the cave is cleared, hop across the platforms to the far side, where a gleaming Legendary Chest **(82)** is ripe for looting. Grab the valuable item inside, a Talisman that you can (and should) equip immediately in your armor:



Then proceed down to the pier below. Hop into the boat **(83)** docked there to push off from the pier:



OBJECTIVE: Boat Toward Daylight

Follow the waterway out of the cavernous passage into the Lake of Nine. Atreus points out the towering statue of Thor: If you veer left and row along the shore, you can get a closer look at the "wall" that appears to be made of scales. Then paddle toward the center of the lake until Atreus points out the glowing statue ahead.

OBJECTIVE: Investigate the Glowing Statue

Row toward the glowing statue, swing around in front of it, and paddle up close. When the Square prompt appears, press that controller button to have Atreus read the runes etched on the statue.



This triggers a mind-blowing scene: when Kratos follows the runes' directions, the World Serpent appears. After the encounter, the lake's water level drops considerably, with startling new features revealed both in the lake and around its shore.



LAKE OF NINE

85. BOAT DOCK

86. TEMPLE ENTRANCE
(BROK'S SHOP JUST INSIDE)

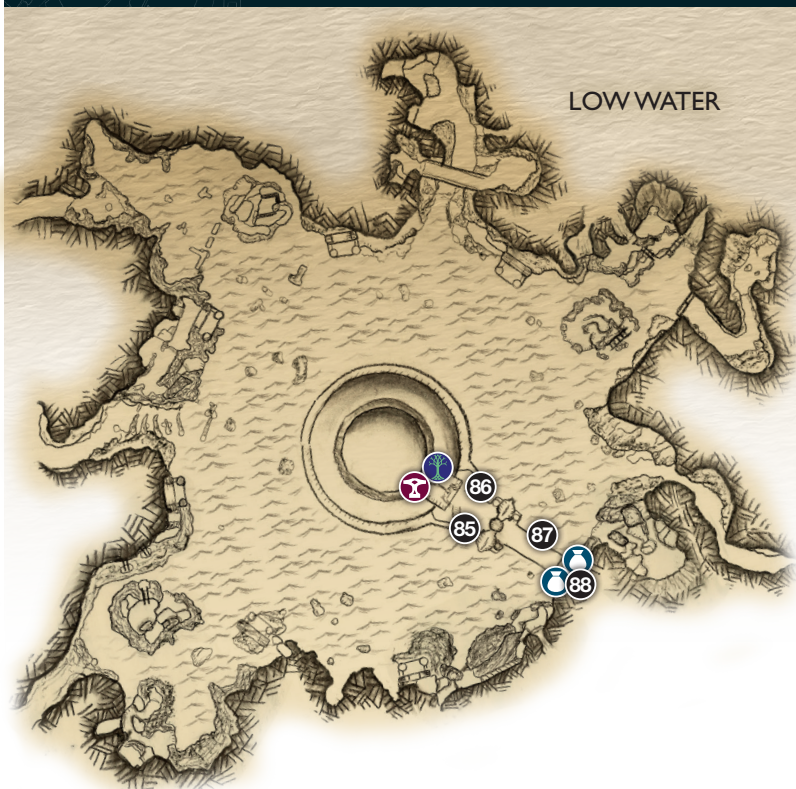
87. BRIDGE TO
VANAHEIM TOWER

88. TOWER ENTRANCE

🗳️ CHEST

🌀 MYSTIC GATEWAY

🏪 SHOP



OBJECTIVE: Dock at the Bridge

Not far away, a golden temple sits atop a great bridge that connects to a tower on the lake shore. Paddle toward the bridge and dock the boat at the white flag (85). Kratos and Atreus automatically step onto the dock.

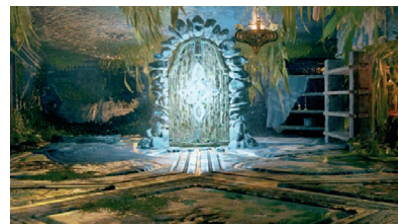


OBJECTIVE: Investigate the Temple and Bridge

Start climbing the stairs leading up from the dock. Near the top, a scene is triggered: Brok pushes open the temple doors and beckons Kratos and Atreus inside to see his new shop.

OBJECTIVE: Talk to Brok

Follow Brok to his shop and talk to him. He tosses a glowing bluish stone to Kratos called the Key of Yggdrasil. The Dwarf points out a glowing pile of rocks across the room and explains that the key transforms it into a magic door to the branches of the World Tree that he calls "a shortcut between the realms."



You'll find a number of glowing rock piles out in the realms like this one. You can use the Key of Yggdrasil to transform each one into a Mystic Gateway that lets you teleport back to this gateway in the temple near Brok's Shop. This is a "fast" mechanism that eventually lets you jump quickly from region to region. But for now, it's just a one-way trip from other gateways back to Brok's Shop.

QUIVER UP!

This visit to Brok's Shop is a good time to buy the Quiver Upgrade II for Atreus' Talon Quiver. This reduces the Talon Bow's arrow recharge time, making Atreus a more effective fighting partner.

OBJECTIVE: Make Your Way to the Tower

Access Brok's Shop and upgrade your gear; then do the same in your Skills Menu. Exit the Temple via the doors you entered and move across the bridge toward the tower on the shore. About halfway across, a squad of Reaver swordsmen attacks. These are Seiðr-enhanced versions of the human Reavers you faced earlier. They fight in a similar manner with a few differences: first, their sword strikes can inflict poison as well as damage. Second, when a Reaver is badly hurt, he can raise his arms and regenerate full health. And third, when Reavers die, they detonate in a deadly, poisonous explosion. Roll away quickly!

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TEAM

THE ART OF
GOD OF WAR

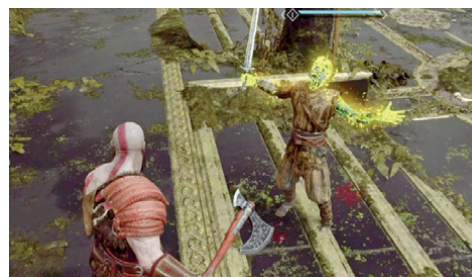
Reaver



Reavers fight with poison-infused sword strikes that are relatively easy to block or parry. However, the Reaver has two special abilities: when his health is low, he raises his arms to conjure up healing Seiðr magic that replenishes his health bar.

And when a Reaver dies, he slumps forward, glows bright yellow for a second, then explodes in a poisonous cloud that inflicts a painful poison status if you get caught in it.

Then two more Reavers advance, brandishing swords. Parry their swings and remember that dying Reavers explode in a poisonous mess, so roll away fast when you see them slump forward and glow bright yellow. But if a Reaver raises his arms, hit him fast to interdict his regeneration.



After the fight, you can try having Atreus read the runes on the wall panels, but as with the braziers outside, he needs a cipher first. Then smash through the crude wooden barrier (89) into a small side hall, where you can find and open another Jötunar Shrine.

VANAHEIM TOWER AND CAVES

88. TOWER ENTRANCE

91. DROP-OFF

LEGENDARY CHEST

89. BARRIER TO JÖTNAR SHRINE

92. SCORN POLE

LORE

90. SCORN POLE

93. DOORS TO EXTERIOR



Dispatch Reavers with Atreus' increasingly effective help. Continue on to the tower door. Before you enter, loot the chests on either side of the doorway. You can also ask Atreus to read the runes on the two braziers (large bowls that can be lit as torches) on either side, but the boy replies that he's unfamiliar with the writing and needs a cipher to translate it.



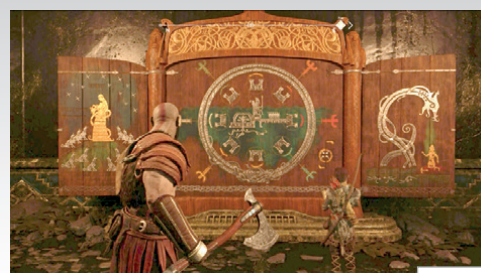
OBJECTIVE: Pass Through the Tower and Caves

FIND THE JÖTNAR SHRINE

As you open the door, a strange creature leaps up, then burrows right into the floor. This is a Tatzelwurm, but it's just a preview—you'll run into more later.

JÖRMUNGANDR

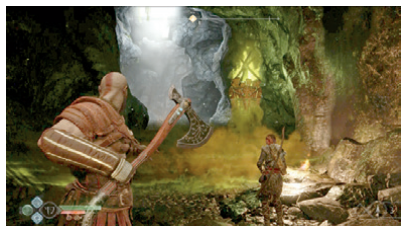
This Jötunar Shrine sits in the side room just off the main entry hall of the Vanaheim Tower. It features the mighty World Serpent, Jörmungandr, nemesis of Thor.



LORE

GET PAST THE CAVE'S SCORN POLES

Cross the main entry hall to the opposite side exit, where you encounter a poisonous cloud filling the corridor. The cloud emanates from a bit of Seiðr magic called a Scorn Pole **(90)**. Fortunately, it's easy to deactivate—simply toss Leviathan at the pole to freeze it.



Now you can walk safely through the shimmering field that marks where the poison spreads when the Scorn Pole is active. Grab the Hacksilver pickup in the dead-end ahead, then continue down the corridor. Another active pole is just around the corner, so once you step outside the first pole's perimeter, recall Leviathan and toss it at the second pole.

Walk past the second pole's poison field and proceed to the drop-off **(91)**. Look upward to see a hanging bucket; sling your axe into the disc above to drop it. Then hop down, gather the Hacksilver drop, and toss Leviathan into the next Scorn Pole **(92)**. This unleashes a lunging Tatzelwurm from the tower. Stun the beast with bare-handed attacks, then terminate the threat with a stun grab. Don't recall Leviathan while you fight, or you may end up engulfed by the scorn pole's poison!



Tatzelwurm



The Tatzelwurm is a big saber-toothed cat with a snake-like back end tipped with a venomous barb. It burrows and leaps suddenly out of the ground to attack, chomping its teeth then flipping around for a whip-like snap of its poisonous stinger. This creature is quite agile and tough to target with axe throws. Your best bet launch or freeze it to prevent it from burrowing underground, then pepper him with Atreus' arrows while Kratos rushes in close for bare-handed attacks; Tatzelwurms are fairly easy to stun with fist/shield strikes.

Open the silver Legendary Chest next to the wooden tower to find the first fragment of the Muspelheim Language Cipher. (This discovery unlocks the Muspelheim Favor "The Realm of Fire." Check out the "Realm Unlocks" section in the **Favors** chapter for full coverage.) You can also bust up a barrier in front of the nearby Lore Marker; but you can't activate the marker yet. Don't worry, though—you'll be back through these caves later with the equipment you need.

MEET SINDRI

Climb the wooden tower and traverse the rocks to the right until you can jump down onto the upper ledge. Climb the stairs to the big doors **(93)** and open them to trigger a scene: Kratos and Atreus meet Sindri, another Dwarf craftsman and brother of Brok. Kratos hands over Leviathan for improvements; Sindri applies a special "Mark of the Dwarves" that increases your Runic stat. Atreus notes a nearby cable car; currently inoperable, that Sindri calls the "Sky Mover."



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ROUTE TO MOUNTAIN'S BASE

93. DOORS TO EXTERIOR

97. SINDRI'S SHOP

95. SKY MOVER (COFFIN)

96. NORNIR CHEST

97-98. SPINNER
(RUNIC SEAL)

99. INACCESSIBLE
ITEMS/AREAS

100. CLIMB WALL

101. SCORN POLE

102. GLADE (COFFIN)

103. CLEARING
(REVENANT FIGHT!)

104. DOOR (LOCKED)

105. CLIMB CLIFF

106. FIREPOT (COFFIN)

107. HIT TWO FIREPOTS
(LEGENDARY CHEST)

108. EXIT DOORS
(OGRE BATTLE!)

109. STAIRS TO MOUNTAIN ENTRY

110. BLACK BREATH

- CHEST
- COFFIN
- LEGENDARY CHEST
- LORE
- NORNIR CHEST
- RAVEN
- SHOP



OBJECTIVE: Continue Toward the Mountain

Before you continue your Mountain approach, linger at Sindri's Shop (94) a few minutes and spend some of that Hacksilver you've collected. Have Sindri upgrade current equipment or craft new wrist/waist armor using recipes you've acquired. You might be able to afford a better outfit for Atreus as well—we like the Basic Sharpshooter Garb for the faster arrow recharge.

After you exit the Craft Menu, spend some XP on new and/or improved Skills. If you've picked up a Talisman along the way, be sure to equip it too, from within your Armor Menu. Then press Triangle to talk to Sindri. He has several things to say, so wait for the Triangle icon to reappear a couple of times then press again.

CLEAR THE AREA

From Sindri's Shop (94), step out of the circular stone courtyard into the grass to trigger attacks from a large Shadow squad, plus a burrowing Tatzelwurm. Several of the Shadows toss projectiles from high ledges that you can't climb, so pick them off with Leviathan throws. After you clear the area, go back down to Sindri's Shop and toss your axe through the rocks to freeze the Scorn Pole (circled in our shot). Open the coffin when the poison dissipates.



UNLOCK THE NORNIR CHEST

Head up the path from the courtyard to find the Nornir Chest (96). To unlock it, you must knock three spinning mechanisms to the correct rune settings:

✚ The first spinner is above and left of the Nornir Chest. Facing the chest (96), toss Leviathan once at the spinner's right disc panel to rotate it to the setting shown in our shot.



✚ Another spinner (97) is easily found back down at the bottom of the path. Toss Leviathan once at its right disc panel to spin it to the setting shown.



✚ The remaining spinner (98) is hidden in a poison cloud emitted by a Scorn Pole. To see what rune is showing, toss Leviathan at the Scorn



Pole to freeze it, dissipating the cloud. Toss at the spinner's left disc panel once to get the setting shown.

✚ Return to the unlocked Nornir Chest and grab the loot inside: another Horn of Blood Mead. You only need one more to boost your Maximum Rage.

INACCESSIBLE STUFF

One area (99) above Sindri's Shop features items and areas you can't access yet. You need specific equipment to get past the odd barriers in the way—red tentacle-like sap or impenetrable Brambles that block passages or cover chests and other glowing objects.

You'll encounter these kinds of barriers in other parts of your Journey as well. But don't worry! You'll revisit these areas later in the game with the necessary gear to fully explore and unlock everything.



CLIMB TO THE FOOT OF THE MOUNTAIN

Head back downhill, but veer rightward along the beaten path to find the yellow-marked cliff wall (100). Loot the chest just to the left on the terrace, and then climb the wall. Freeze the next Scorn Pole (101) to flush out a Revenant who hisses something and runs away. Continue up the trail, recalling Leviathan once you clear the poison field.



Turn left under the fallen tree to freeze one Scorn Pole and enter a glade with yet another Scorn Pole (102). Freeze the second pole to gain access to a coffin; note the sparkling green light covered in Brambles above it. (You can't deal with green lights nor Brambles yet.) Open the coffin then step back and recall Leviathan. Turn and refreeze the first Scorn Pole then exit the glade, recalling your axe only when you've stepped outside the shimmering perimeter of the poison field.



FIGHT PAST THE REVENANT

Start working up the main path leading through a short tunnel into a clearing (103), where freezing its Scorn Pole reveals a tough Level 2 Revenant! Defeat the creature, using Atreus' arrows to disable its shroud, then get Kratos in close to stun it.



After you defeat the Revenant, check out the rightmost tunnel exit from the clearing—it leads up a staircase to a hefty Hacksilver pickup and another magically sealed chisel door (104) that you cannot yet open.

Head back downstairs to the clearing and go through the other tunnel exit to freeze another Scorn Pole (hanging up high near the ceiling). Climb the tall cliff (105) to a wide plaza under a structure built into the cliff walls ahead. At the top, get ready to face a Level 2 Reaver with a deadly pair of Poison Wolf pets. A good tactic here is to lure the foes near an explosive red firepot then toss Leviathan at the pot. Note that the explosion also destroys any nearby objects or rock piles.

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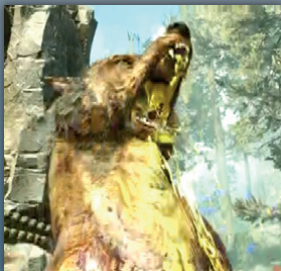
JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Poison Wolf



This lupine foe is similar to its Rabid Wolf cousin. Like all Wolves, it dashes in fast for a quick bite, but it adds an additional hazard by vomiting poison onto the ground. Avoid walking in the poison pools it creates.

After the fight, nail the firepot near the leftmost pillar **(106)** at the bottom of the ramp leading up to the big doors. This blasts a path to a coffin you can loot.

Next, walk around the crater to the left to a spot **(107)** where you can see another firepot behind the rocks, plus a couple more Scorn Poles. Toss the axe at that firepot to blow open a path to the Scorn Poles. Destroy another firepot (circled) next to the left Scorn Pole as well to destroy the pole. Then freeze the Scorn Pole on the right. Now you can reach the Legendary Chest. Grab the valuable item inside.



Proceed up the ramp to the big doors **(108)**. A fallen chunk of pillar blocks the doorway, so try to lift it out of the way. This triggers a frightening scene: a massive Ogre bursts through the doors! Kratos and Atreus double-team the monster and manage to knock it out briefly. But then a large squad of Reavers appears... just as the huge beast revives.

Defeat the Ogre!

This grotesque, smelly beast isn't a clever fighter because it doesn't need to be. Ogres are immensely strong and simply wade in to pound you with their great fists. If the Ogre can't quite reach you with a swinging punch, it hammers the ground with a double-fisted slam to hit you with a painful concussive shockwave.

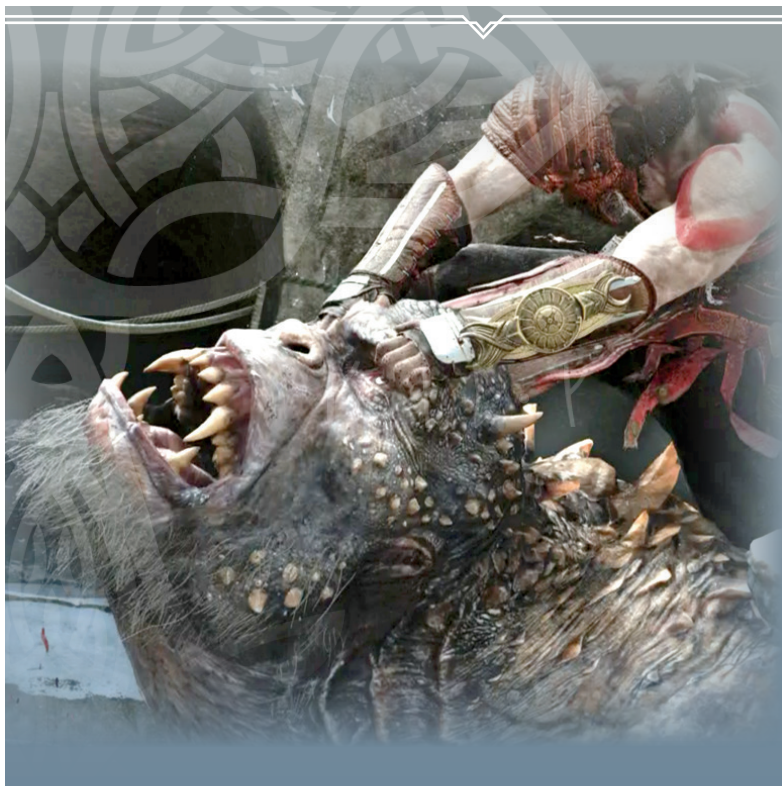
It's possible to block an Ogre's punch, but the effort disables Kratos for a short time, leaving him vulnerable to other attacks. Avoid the Ogre's swings by evading forward past the Ogre, or backwards, to effectively dodge his attacks. If Atreus distracts the Ogre with his arrows, you can slip in behind for a few blows. But be wary—if the beast spots you, its counterattack is a swift and damaging 180-degree melee swing.



A good tactic in this fight is to evade all Reavers at first and focus your early attacks on the Ogre to trigger a nifty event. When the Ogre's health bar drops low, he becomes much easier to stun. When the Stun Grab prompt appears, go for it! Grab the Ogre and ride atop its head.

Either pummel the creature's head with light or heavy attacks, or (much more useful and fun) steer the beast into the surrounding Reavers for a short time. You can inflict a lot of damage to the Reaver squad this way. After a few seconds, the Ogre shakes off Kratos, but the monster remains weak, so continue your focus on the big guy until it falls dead. Then you can mop up the Reavers.





After the fight, be sure to pick up all the dropped goodies on the battlefield. Fallen Ogres leave behind some nice pickups that can include equipment upgrades, as well as useful resources like Svartalfheim Steel and a big pile of Hacksilver. Most importantly, don't miss the Frozen Flame pickup! Look for its purple glow.



LEVIATHAN AWAKENS

The massive Ogre drops an extremely valuable item: another Frozen Flame, the key resource used to upgrade Leviathan to its next level. Be sure to use it in your next visit to a Dwarven Shop.

ASCEND THE MOUNTAIN PASS

After you defeat the Ogre and Reavers and loot the area, open the big doors to step into the Mountain's Base area. Nearby you find another coffin covered in Brambles, but you can't cut through them yet. Follow Atreus up the snowy stairs (109) past a wooden platform (where another Bramble-wrapped coffin sits), until you reach a black fog that blocks the way (110).



This triggers a scene: the Witch appears, explaining that the fog is the "Black Breath," an evil magic that can only be dispelled by something called the Light of Alfheim. Then she offers to help you find this light in "a realm beyond your own."



BUFF UP YOUR SKILLS

Completing "Path to the Mountain" earns you a big XP bonus. Spend it right away on new and/or upgraded Skills!

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A REALM BEYOND

VANAHEIM TOWER

With the Black Breath flowing from the Mountain's entrance, Kratos and Atreus cannot get above the base of the peak. But the Witch has offered to help them collect a pure light that can dispel the magic barrier.

JOURNEY OBJECTIVES

- ✚ Follow the Witch
- ✚ Follow the Witch Again
- ✚ Realign the Bridge
- ✚ Travel to Alfheim

NEW ENEMIES

- ✚ None

- | | | | |
|------------------------|---------------------|-----------------------------|----------------------------|
| 1. START | 4. DOOR | 7. STAIRCASE | 9. REALM TRAVEL ROOM ENTRY |
| 2. SKY MOVER | 5. LIGHT BRIDGE | 8. OUTER CHAMBER ENTRY DOOR | 10. TRAVEL TABLE |
| 3. LOWER TRAM PLATFORM | 6. TOWER ENTRY DOOR | | |

VANAHEIM TOWER AND BRIDGE

BRIDGE AND TÝR'S TEMPLE



OBJECTIVE: Follow the Witch

USE THE TRAM

From the start **(1)**, follow the Witch down the stairs to Sindri's Sky Mover **(2)**. There, watch her use magic to dispel the vines covering the tram. Step aboard and give the crank-wheel a turn to activate the tram and ride down to the platform **(3)** by Sindri's Shop. During the ride, the Witch explains that the golden structure at the center of the Lake of Nine is called Týr's Temple. From there you can travel to Alfheim. She also speaks of the great battle between the World Serpent and Thor:

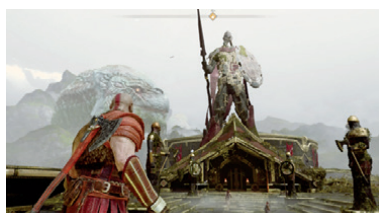


RETURN TO THE BRIDGE



From the tram platform, follow the Witch to the tall doors **(4)** and open them for your party. Continue to the gap **(5)** and watch as the Witch shoots an arrow at a

crystal on the opposite cliff. This activates a bridge of solid light, courtesy of Elven architecture.



Follow the Witch across the light bridge into the Vanaheim Tower as she leads you back to the tower's entry doors **(6)**. Open them and follow her onto the bridge. As

you cross to the Temple, the Witch fills in the backstory on Great Týr and his temple, and the increasing presence of the "risen dead" in the realms.

When you reach the far side, the Witch veers off left to the edge of the bridge and directs you to descend the nearby stairs **(7)** and turn right. Do so, then watch as she uses her bow to activate another light bridge. Head across this bridge.



OBJECTIVE: Realign the Bridge

Proceed to the big gearwheel with the protruding axle bar. Press Circle to grab it, then repeatedly tap Circle to lift the axle back into place and realign it onto its track. Push the left controller stick forward until Kratos pushes the bridge into a new position that connects to the Alfheim Tower. While he pushes, listen as the Witch explains who the Hel-Walkers are.

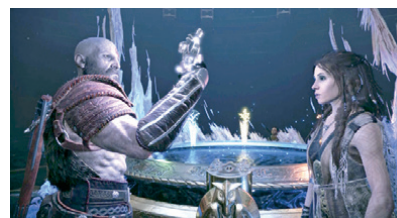
OBJECTIVE: Follow the Witch Again

Head back upstairs to open the temple door **(8)**, then follow the Witch across the entry chamber inside. At the far doorway, she fires her bow again at an Elven crystal to activate another light bridge **(9)**. Watch as the Witch uses magic to prepare Atreus' bow so that once you claim the Light of Alfheim, you can use it to infuse the boy's bow. Then cross the light bridge and open the door that leads into the Realm Travel Room.



OBJECTIVE: Travel to Alfheim

Approach the roots of the World Tree; the Witch explains that they make travel between the realms possible. Walk across the roots, step to the center table **(10)** next to the Witch, and press Circle. The Witch hands Kratos a Bifröst, used to create travel between realms, and he places it in the table slot.



After the Witch describes how the realms are connected and nourished by Yggdrasil, the Tree of Life, use the left control stick to rotate the bridge (via the table) to Alfheim. Next, the Witch gives Kratos the Alfheim travel rune that unlocks the bridge to that realm. Press X to travel to Alfheim. (If you open the map in your menu, you see that it now depicts Alfheim.)



Follow the Witch across the World Tree roots and the light bridge to the realm door and open it. The Witch points out the fading light rising from the ringed temple in the distance. As the magic of the gods pulls her back into the temple, she gives you a final directive. To restore the Bifröst's magic, you must step into "the Light."



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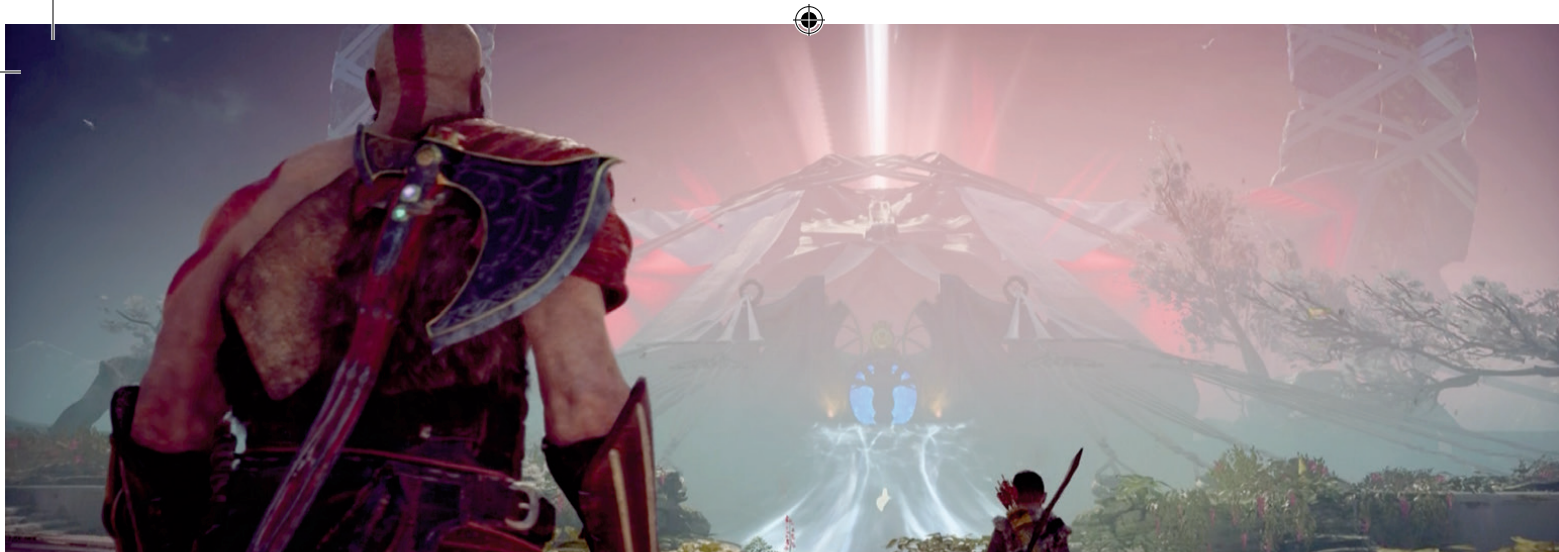
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THE LIGHT OF ALFHEIM

ALFHEIM

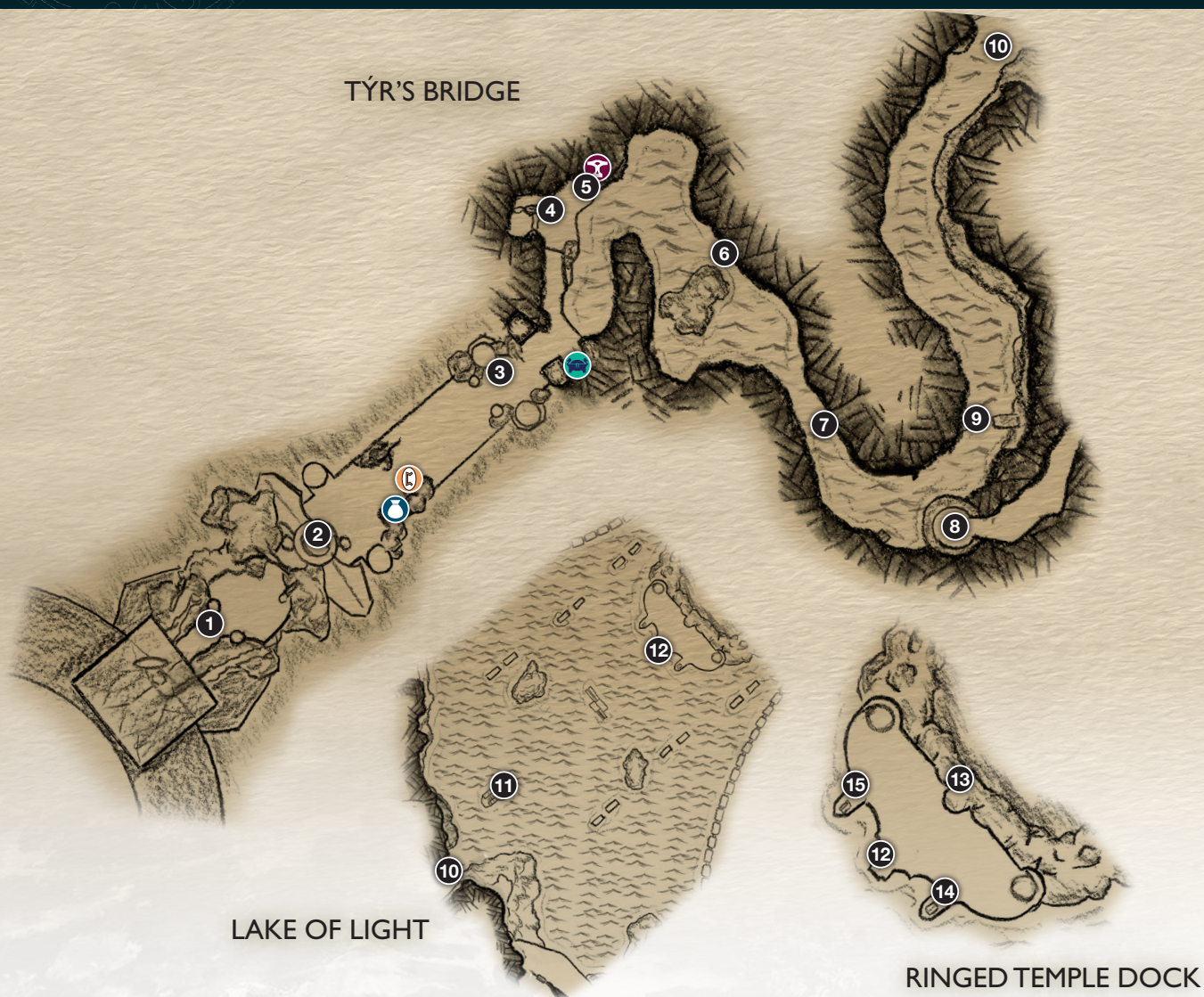
1. START
2. TENTACLE GROWTH
3. BRIDGE ENDS (DARK ELVES FIGHT!)
4. ENTANGLED BOAT

5. SINDRI'S SHOP
6. YGGDRASIL'S DEW OF COOLDOWN
7. TUNNEL
8. BELL GAZEBO

9. BROKEN ARCHWAY
10. WATERWAY EXIT TO LAKE
11. SAND BOWL
12. TEMPLE DOCK

13. LIGHT BRIDGE TO TEMPLE MAIN GATE
- 14-15. CRANK-WHEELS (RAISE LAKE PILLARS)

- CHEST
- CIPHER CHEST
- LORE
- SHOP



The light you need to dispel the Black Breath is housed in an Elven structure known as the Ringed Temple. The Light Elves and Dark Elves of Alfheim are at war, and the Dark Elves are currently winning. Thus, Kratos and Atreus face several daunting challenges to gaining temple access: hostile Dark Elves, numerous structural barriers, and an ominous, pulsating contagion of spiky tendrils choking off passages.

BUFF UP AGAIN!

Completing the previous chapter earned you a big influx of XP. Before you proceed farther into Alfheim (where the enemies are formidable), spend XP to enhance your Skill set.

JOURNEY OBJECTIVES

- | | |
|------------------------------------------|----------------------------------------|
| ✚ Find a way to the Light | ✚ Investigate the hive |
| ✚ Free the boat | ✚ Destroy the hive and claim the Light |
| ✚ Get to the Ringed Temple | ✚ Find a way out of the Temple |
| ✚ Find a way into the Temple | ✚ Return to the boat |
| ✚ Reactivate the Ringed Temple Bridge | ✚ Use the sand-bowl lift |
| ✚ Go back up to the Ringed Temple Bridge | ✚ Return to Týr's Temple |
| ✚ Enter the Temple | ✚ Realm-travel back to Midgard |
| ✚ Find another way into the Temple | ✚ Return to the Mountain |
| ✚ Find a way into the hive | ✚ Go back through the tower |
| ✚ Break into the hive | ✚ Return to the Mountain |
| | ✚ Dispel the Black Breath |

NEW ENEMIES

- | | |
|---------------------|---------------------------|
| ✚ Dark Elf | ✚ Draugr (Speed) |
| ✚ Dark Elf Warrior | ✚ Miniboss: Stone Ancient |
| ✚ Dark Elf Summoner | ✚ Boss: Svartálfjǫfurr |
| ✚ Gloom Nightmare | |

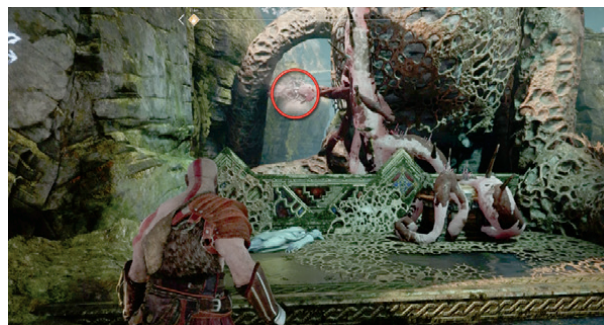
OBJECTIVE: Find a Way to the Light

WORK YOUR WAY ACROSS TÝR'S BRIDGE

From the start (1), move forward to where Atreus stares up at a strange, throbbing bundle of tentacle-like growth that blocks the bridge span. Note that one glowing tendril with a fibrous center joint stretches across the gateway. This joint is the "heart" of the organism (circled in our shot). Toss Leviathan through that center tendril joint. The entire bundle of growth shrivels up and disappears! Move down the bridge to a similar tendril (2) and kill it with an axe throw through the fibrous tendril joint too.



A little farther down the bridge, look for runes that Atreus can read, etched on a pillar. The message indicates a long battle for the very light you seek. Turn right and destroy another pulsing tendril joint to clear out the tendril growth and free a chest for looting.



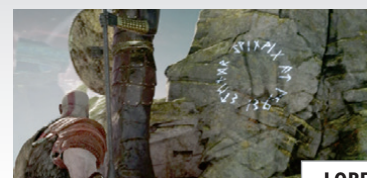
DEFEAT THE DARK ELF SQUAD

Continue down the bridge. At the far end (3), you see a Dark Elf spearing a Light Elf. As you push forward, more Dark Elves drop in and spot you. Get ready to fight a new, highly mobile foe!

Dark Elves can be frustrating to hit unless you use Atreus to lead your attack. Fire his arrows to knock hovering Elves to the ground, then rush in with Kratos to deliver melee blows. Dark Elves are fairly easy to Stun, so be ready to apply a quick stun grab—Kratos wrenches away the foe's glowing trident and impales him with his own weapon.

THE ETERNAL WAR

This Rune Read is etched into a pillar on Týr's Bridge in Alfheim, not far from your start point on the bridge.



LORE

Dark Elf



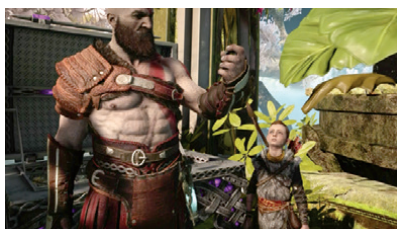
The standard Dark Elf is an elusive winged soldier who swoops in for quick trident attacks, then darts out of your range. He also fires projectiles near Kratos' feet from his glowing trident. The shot will flash and explode after a short fuse. Dark Elves are evasive, and prefer to stand far away from Kratos. They can evade to escape from combos and dodge trip attempts while they're guarding.

While Atreus can hit them with his arrows, Dark Elves will recover in the air before they are floored. Applying status effects, however, prevents them from using air recovery. Chase them down and keep the pressure on!

After you eliminate the threat, step forward to another pulsating barrier. This one has two tendrils with fibrous joints. If you toss Leviathan through just one tendril joint, it immediately regenerates, because both tendrils are part of the same organism. To kill the whole organism, line up your aim so that a single axe throw slices through both tendril joints in the same instant (see our shot).



Once you do this, the tentacles shrivel and you can step through the arch at the bridge's end. Turn right to find a silver Cipher Chest at the bottom of the staircase. It contains another piece of the Muspelheim Language Cipher:



Follow Atreus down the curving path to the left that leads onto a sandy beach area. Look to the left to spot a boat (4) completely wrapped in one of the tentacle-like growths. Your next objective is to get that boat.



OBJECTIVE: Free the Boat

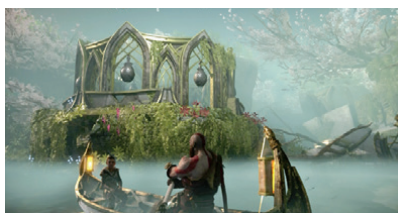
Note that three tendril joints hang behind the trapped boat. All three are part of the same organism, so you must slice them with a single axe toss to kill the growth. Walk around the tree to the right and stand where all three tendril joints are aligned. Then sling Leviathan through them to free the boat. Before you use the boat, head across the sand to visit Sindri's Shop (5).



Talk to Sindri to learn more about his dealings with Faye (Kratos' wife and Atreus' mother), then access his shop to upgrade Leviathan to Level III. (Remember; you earned another Frozen Flame when you defeated the Ogre. Use it for the axe upgrade.)



Continue paddling through the tunnel. Up ahead, Atreus spots a pair of Light Elves in a circular, gazebo-like structure **(8)** hung with bells. Proceed through the broken archway **(9)** and follow the waterway to its end **(10)**, where it empties into the glimmering Lake of Light.



OPEN THE TEMPLE TRENCH

Paddle to the nearby flag-marked dock and disembark. Cross the small circular platform to the sand bowl **(11)** and press Square to have Atreus read the rune message. Then return to the boat and paddle toward the Ringed Temple and the light.



Steer toward another flag-marked temple dock **(12)** and disembark there. Ahead you see a bluish light bridge leading to the Ringed Temple entrance. As you approach, a giant tentacle wraps around the crystal **(13)** that generates the light bridge, and the bridge dissipates! Now you must find an alternate way into the temple. Before you can do that, hostile Dark Elves swoop up onto the temple dock.



Use the same combat tactics as on Týr's Bridge. The dock platform is wide, so the Elves can zoom around and fire projectiles from range. Be proactive about dodging away from the explosions. Again, fire Atreus' arrows to bring each attacker to the ground, where a couple of Kratos' punches can Stun them quickly.

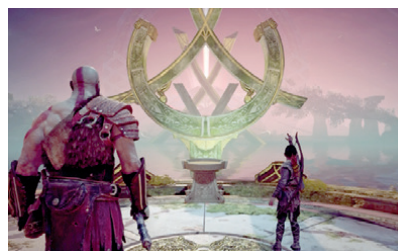


After you decimate the first winged squad, head over to either one of the two crank-wheels **(14, 15)** sitting on platforms that face back across the lake toward the sand-bowl platform. Turn the wheel to raise a tall, curved pillar and other structures out in the water. This triggers an assault by a second squad of Dark Elves, so engage and destroy them. Then go to the second crank-wheel to raise more structures in the lake.

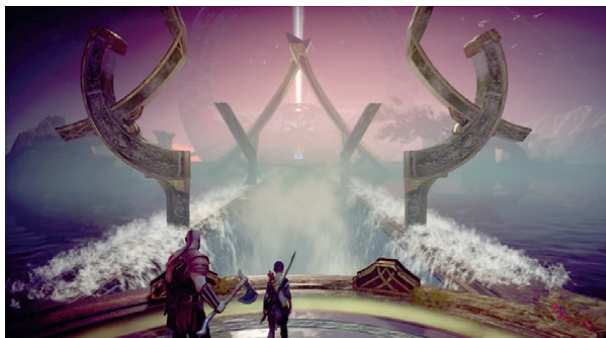


OBJECTIVE: Find a Way Into the Temple

Hop into your boat, paddle back to the sand-bowl platform **(11)**, and disembark. As you approach the sand bowl, Atreus notes that the lake pillars and the temple's ring form an Elvish rune. Direct him



to draw it in the sand. When he does, a gigantic mechanism is triggered: the lake floor opens up to reveal a massive trench that leads back toward the Ringed Temple.



At the same time, the platform where you're standing drops slowly to the trench floor. As it lowers, a colorful Dark Elf leader adorned with great horns rises to hover above you. Then he raises his barbed war staff in a violent gesture. As Atreus says: "That can't be good."

The Elven leader's gesture, it turns out, is an order to more of his Dark Elf troops, who launch an assault. Push out to counterattack. After the last Elf from this wave falls, you get a new objective.

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FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

RINGED TEMPLE

16. SAND-BOWL PLATFORM

17-18. DETENTION PODS

19. CELL (OPENING TO NEXT CELL)

20. NORNIR CHEST

21. CRANK-WHEEL

22. DETENTION POD

23. CLIMB WALL

24. STONE STRUT

25. PLATFORM
(DARK ELF WARRIOR FIGHT!)

26. TOSS AXE AT JOINTS

27. ENTANGLED COFFIN

28. EXIT TEMPLE TRENCH

COFFIN

LEGENDARY CHEST

NORNIR CHEST



OBJECTIVE: Reactivate the Ringed Temple Bridge

OPEN THE DETENTION CELLS

From the sand-bowl platform (16), turn around to face a pair of detention pods with holding cells. The pod on the right (17) contains two locked cages with snarling prisoners, but the switch that opens the cells is broken—you can't open these until later: The pod on the left (18) contains three cells. Turning the pod's switch opens two of them, but tentacles seal the middle cell shut. One of the opened cells releases a Draugr prisoner, which shows its gratitude by attacking you. Kill the ingrate then loot the leftmost cell.



HANGING LOOT

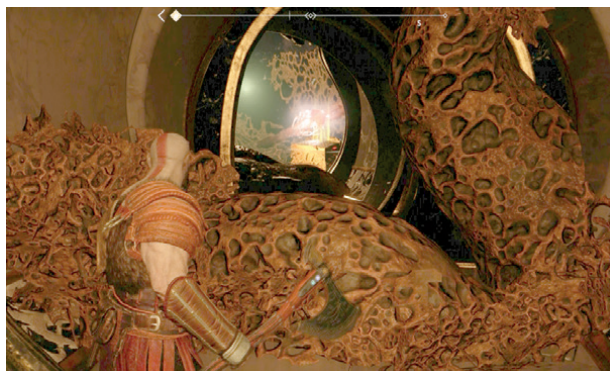
Keep an eye out for small tendril bundles hanging from the ceilings. Toss Leviathan through the fibrous tendril joint on each tendril to drop the bundle for a nice Hacksilver pickup.



CUT OPEN THE TENTACLE-SEALED CELL

Note that two tendril joints pulsate inside that tentacle-sealed middle cell. You must sever both joints in one toss to open the cell, but it's a tricky task. Enter the rightmost cell (19) to find a small opening that reveals one joint and a Legendary Chest inside the middle cell. Toss Leviathan slightly right of the tendril joint so it sticks to the wall above the chest. Don't recall the axe yet!

Instead, exit the cell and go stand outside the sealed door of the middle cell.



Now recall Leviathan. When the axe returns to Kratos, it slices through both tendril joints at once, killing the organism, which shrivels away. When the cell door slides open, enter and loot the Legendary Chest.



Before you leave the detention area, be sure to knock down the tendril bundles hanging from the ceiling above each detention pod entrance, if you haven't already done so.

UNLOCK THE NORNIR CHEST



Move down the left side of the trench (the right side is blocked). Another Dark Elf squadron drops in, but this time a Heavy Draugr with its two-handed battle axe joins

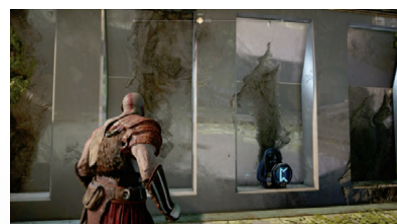
them. Try to stun and eliminate the Elves first, evading whenever the Draugr lunges. When only the Draugr remains, double-team the foe with Atreus to take it out. When the area is clear, note the Nornir Chest nearby (20). Unlock it with the following steps:

✚ First, turn and go to the crank-wheel (21) near the opposite wall, noting the coffin on the ledge behind it. Crank the wheel twice (that is, tap down the left stick twice) to lower the center floor section until a runic seal stone is revealed on the far wall (circled in our screenshot). Still hanging on to the wheel, aim Leviathan slightly above the rune and throw to break the stone. That's one seal broken.

✚ Next, crank until the wheel won't turn anymore and the full floor has dropped all the way to the bottom level. Before you let go of the wheel, aim and toss Leviathan at the gearwheel on the far wall to freeze the crank mechanism. Turn around and climb up the low ledge to find another runic seal sitting there. Punch the stone to shatter it. That's two seals broken.

✚ Recalling Leviathan unfreezes the gear so the floor rises back up, but this is good. Turn around to see you've ridden up to the level where the coffin sits. Open the coffin to take its contents.

✚ Jump back down to the crank-wheel, tap your left stick down twice, and toss Leviathan to freeze the gear mechanism again. Then step off the crank-wheel platform and turn back to see the runic seal, sitting in a recessed panel. Walk up to the stone and punch it to break the last seal. After you break all three runic seals, recall Leviathan and return to the Nornir Chest to open it and acquire the valuable item inside: an Iðunn Apple, which puts you on the way to increasing your Maximum Health again.



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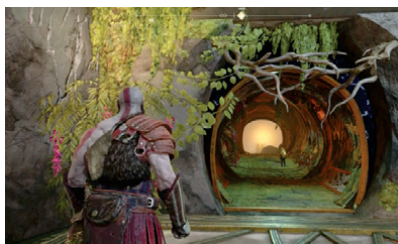
GOD OF WAR TEAM

THE ART OF GOD OF WAR

GET ACROSS THE TRENCH GAP

You can't reach the far side of the trench from this level, so return to the crank-wheel **(21)**, crank it all the way, and freeze the gear on the opposite wall again with Leviathan. Cross the walkway and enter the circular tunnel on the far side; now you can recall Leviathan.

The tunnel leads into another detention pod **(22)** with a set of holding cells and a crank-wheel in the center:



You can't open the cells, which house angry prisoners. Take a hard right and traverse the passage into a room overgrown with one of the tendril organisms. Set up where both of the organism's tendril joints are aligned (as shown in our shot) and toss Leviathan to cut through both at once.



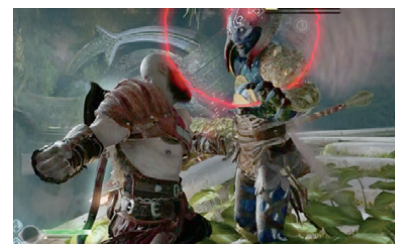
Approach the low yellow-marked wall **(23)** to boost Ateus and trigger a quick scene: the Dark Elf leader grabs Ateus and flies away as two Dark Elf Soldiers seize Kratos. Click L3 and R3 simultaneously to break free and trigger Spartan Rage; Kratos flings Leviathan at the leader, who drops Ateus onto the far platform. Now control returns to you.



Take advantage of the Spartan Rage state to hammer the enemies on your platform. Across the way, Ateus defends himself valiantly against a pair of Dark Elves. When your side is cleared, approach the cracked section of the stone strut **(24)** and press Circle. Kratos punches open a hole, then steps into it. Start tapping Circle rapidly: Kratos pushes the strut until it falls onto the far platform. As he runs across to Ateus, Kratos encounters the Dark Elf leader in a brief struggle.



You end up on the far platform **(25)** with Ateus, facing another pair of foes. These are Dark Elf Warriors—tougher, stronger Elves who wear armor and wield bigger tridents that hit harder. Their lunging charge ends with an explosive shockwave, so roll away when they dash. As always, use Ateus to knock Warriors from the sky and Weaken them, then rush Kratos in for a melee and stun attack.



Dark Elf Warrior



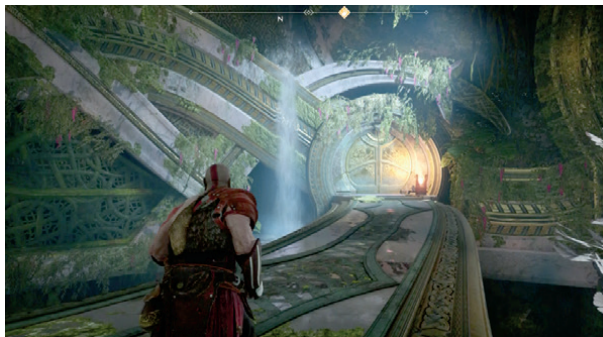
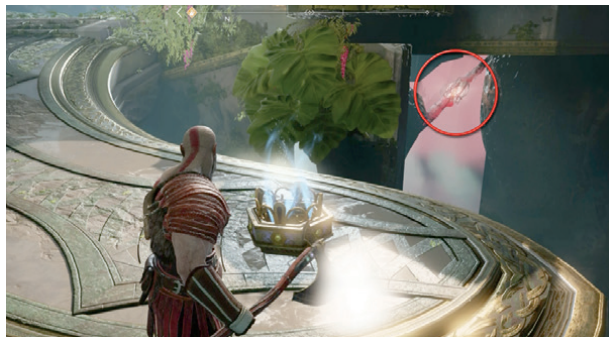
This armored heavy fighter is much more durable than the standard Dark Elf. He hits harder too, thanks to a heavier trident. His dash attack ends with a lunging lance strike, creating a nasty shockwave that applies the Blind status on contact. Warriors can be tripped if you target their legs with a Leviathan toss.

BEWARE BLINDING PROJECTILES

The Dark Elf can fire an unblockable blast from his glowing trident that temporarily blinds Kratos if it lands nearby. When you see this projectile coming, double-tap X and dodge hard to the side!



After you finally subdue the Dark Elf Warrior duo, head down to the very end of the small side ramp (26), where an empty crystal stand shimmers blue. Turn left to see a pair of tendril joints lined up for you between the struts. Throw Leviathan to slice them both at once and shrivel up the organism, and then head up to the walkway above (27) to loot the coffin that your throw has disentangled. Exit the trench via the walkway on the other side (28).



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RINGED TEMPLE GATE

28. ARRIVE FROM TRENCH

29. DROP-OFF TO
LOWER WALKWAY

30. TOSS AXE AT JOINTS

31. CLIMB WALL

32. DEBRIS MOUND

33. ORGANISM
FEEDER STALK

34. ELEVATOR SHAFT

35. RINGED TEMPLE
MAIN GATE

36. DOOR TO NORNIR CHEST

37. LOW TUNNEL INTO
TEMPLE

ARTIFACT

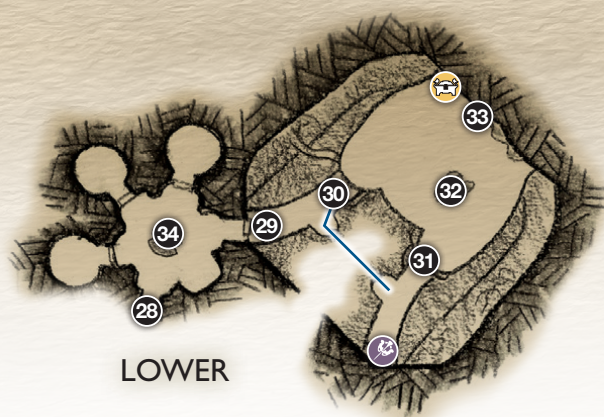
COFFIN

LEGENDARY CHEST

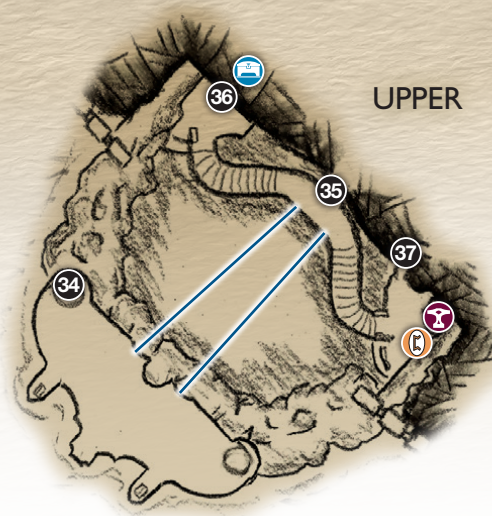
LORE

NORNIR CHEST

SHOP



LOWER



UPPER

SHRIVEL THE TENTACLES DISABLING THE MAIN BRIDGE

You enter another detention pod with some prisoners behind bars, but there's an elevator shaft in the center. Unfortunately, there's no lift platform to ride. Go around the elevator and exit the pod via the far door. Then hop down to the lower walkway at the drop-off (29).

Move to the walkway's end (30) and spot two tendril joints pulsating off to the right. Line up an axe toss that cuts through both tendril joints. When the growth shrivels, the nearby light bridge is reactivated, connecting to another walkway. Cross that bridge.



Look up to see the tentacles that have overgrown and disabled the large crystal that generates the main light bridge leading to the Ringed Temple entry gate. (You saw this event happen when you first arrived on the temple entry dock.)



Then climb the cracked, yellow-marked wall (31), sliding rightward near the top to reach the spot where Kratos can pull himself up onto the platform. There, you can see the big, glowing fibrous bundle (33) that forms the tendril joint of the massive organism wrapped around the crystal above.

Before you can approach the tendril joint bundle, you must fight off an ambush of Dark Elf Warriors, including a long-range “sniper” firing projectiles down from a high perch overlooking your platform. Take out the Warriors on the platform first, then target the sniper’s legs with a Leviathan toss.



As you fight, note the glowing “rock pile” near the center of the platform. Once you clear the platform, the pile suddenly stands up. It’s a Stone Ancient!



Defeat the Stone Ancient!

The Stone Ancient is a slow but immensely powerful foe. The creature periodically stomps its foot and flails its arms just before it opens its chest cavity to fire a withering energy beam from its heart. This “open-heart moment” is the only time an Ancient is vulnerable to damage from your basic attack.

One trick to surviving this fight is to use the big mound of fallen debris on the platform (32) as cover, working around it to avoid the Ancient’s blistering beam attacks, then stepping out for perfectly timed counterstrikes. When the Stone Ancient is between blasts, back up around the debris while keeping your targeting reticle centered on the monster’s chest.



When the Ancient halts, stomps, and opens its chest cavity to fire, your reticle shrinks to a red pinpoint. Throw now! Then immediately roll sideways behind the debris mound, cutting off the incoming beam attack.

If your axe strikes the Ancient's exposed heart, you inflict serious health damage, and round, glowing chunks of its heart pop out. Quickly pick up one of these chunks and toss it like a bomb at the Ancient for an explosion that inflicts even more damage and can stagger or even stun the monster.

Beware when the Stone Ancient drops on all fours! It's about to unleash a painful energy explosion with a wide radius of damage. When you see the big monster drop (but not when he's stunned), hustle around the debris mound and out of range.

Late in the fight, when the Stone Ancient's health bar starts getting low, some Dark Elf Warriors drop in to make things more difficult, including another sniper up high. Turn your attention to eliminating them, but be sure to keep the debris mound between you and the Ancient. When you finally drain the Ancient's health bar to zero, you can finish it off by damaging the creature's rooted heart.



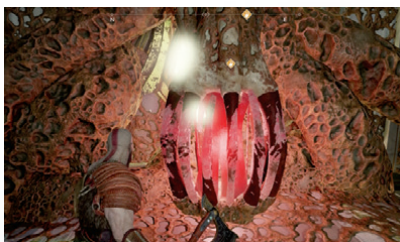
USE RAGE TO STUN ANCIENTS

The Stone Ancient is so thickly armored that it takes no health damage if you activate Spartan Rage and hit it with a flurry of punches. However, your rage punches do fill up the monster's stun meter if you rage-punch the Ancient's exposed core. Wait until the Ancient's meter is already partially full after a good axe strike, then trigger Spartan Rage and leap to the attack. Your rapid punches can jolt the Ancient into a fully stunned state. Then use a stun grab to inflict massive damage with your R1 and R2 attacks!



After the fight, pick up the Ancient's Rubble and Ancient's Heart, as well as all other pickups on the platform, including a valuable Rare Enchantment called Fragmented Heart of Alfheim. (This item significantly reduces all damage taken from Dark Ones, so consider slotting it into your armor right away.) Loot the Legendary Chest on the platform as well.

Now you can finally approach the glowing red tendril joint **(33)**. First, hit it with Leviathan to slice the outer tendrils. Next, press Circle to whack the inner stalk with the axe. Then rapidly tap Circle until Leviathan freezes the stalk and Kratos smashes it with one last hit. This kills the organism, frees



the big crystal above from the tentacles, and brings the main Ringed Temple light bridge back online!

OBJECTIVE: Go Back Up to the Ringed Temple Bridge

Powering the main bridge also reactivates a pair of smaller light bridges.

One leads from your platform to a dead end, but you'll find a new type of Artifact from the "Spoils of War" set of Elven Artifacts.



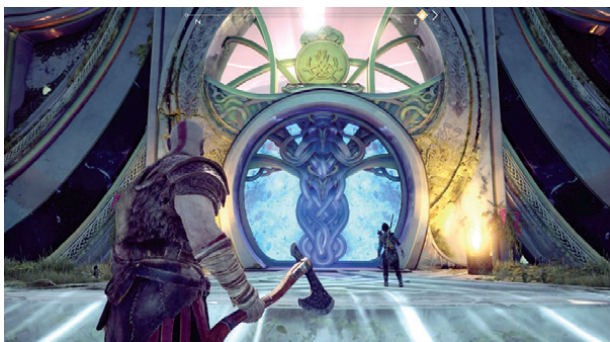
ELVEN ARTIFACT

After you defeat the Stone Ancient and kill the stalk that frees the main bridge crystal, two small side light bridges regenerate too. The left bridge leads to a dead end where you'll find this Artifact on the floor.



ARTIFACT

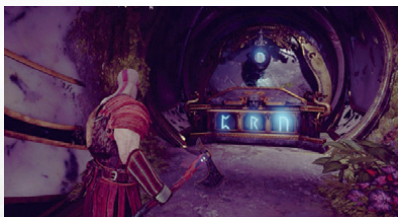
The other light bridge leads to an open door back on the trench side. Cross the bridge and enter another detention pod with an elevator shaft. Step onto the lift platform here (34), made of solid light like the bridges. Turn the switch to ride up the shaft to the temple dock platform (where you first arrived). If you walk over to the flag-marked boat dock, you now see a vertiginous drop-off into the open trench. Cross the main bridge to discover that the temple main gate (35) has no seam, nor any other apparent way to open it.



OBJECTIVE: Find Another Way Into the Temple

UNLOCK THE NORNIR CHEST

Turn left and head downstairs. Note the two rune bells overlooking the walkway, a sure sign that a Nornir Chest must be nearby. Find the door (36) cracked open but covered by tendril growth. Toss Leviathan through the opening to sever the two tendril joints hanging inside and shrivel the growth. When the door opens, sure enough, you find a Nornir Chest inside.



This is another timed test, where you must ring all three of the rune bells within approximately seven seconds to unseal the chest. Tip: Don't start with the bell over the Nornir Chest; it relights almost immediately after being struck. Here's the best order:



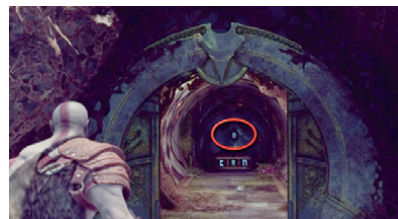
✚ Outside, stand in the spot shown in our shot, facing the lower rune bell. Hit that bell first.

✚ Swivel rightward as you recall

Leviathan, then throw directly at the next rune bell, which is hanging up high above the wall. The moment you throw, swivel rightward again and sprint, recalling Leviathan as you dash to the doorway looking down the corridor toward the Nornir Chest.

✚ Finally, target the rune bell hanging above the Nornir Chest. It's a long throw, so aim slightly

above it. If you nail this bell within seven seconds of hitting the first bell, the chest unseals. Open it to collect a Horn of Blood Mead. This should be your third one, thus raising your maximum Rage.



FIND THE TUNNEL ENTRANCE

Head down the stairs on the other side of the temple main gate to find Sindri at another one of his shop locations. Talk to him: he's impressed that Kratos killed an Ancient. Spend some time upgrading your gear. Then examine the Jötunar Shrine to the right of the shop. Finally, duck into the low tunnel (37) just to the left of the shop.

GROA

Look for this Jötunar Shrine next to Sindri's Shop in the area outside the Ringed Temple's main gate.



ARTIFACT

RINGED TEMPLE

38. ARRIVE IN TEMPLE ENTRY HALL

39. EXPLODING NIGHTMARES!

40. HIT JOINTS

41. TRAVERSE WALL

42. CLIMB ONTO WALKWAY

43. TENTACLE STALK

44. WALKWAY

45. SLIME BRIDGE TO HIVE

46. HIVE ENTRANCE

47. LIGHT OF ALFHEIM

COFFIN

LORE



OUTER HALL AND INTERIOR

FIGHT DOWN THE LOWER HALL

Follow the tunnel until you can jump down. The colorful Dark Elf leader makes another appearance, calling in more troops. Jump down another level to the ground floor (38) of a long hall with a tall, open atrium above. Here you encounter a new foe with glowing wings and runes emblazoned on his tunic and headwear: a Dark Elf Summoner. As you approach, he hovers in the air, spinning his staff... and then suddenly slams it straight down into the ground. This conjures two Dark Elf Soldiers, who drop in beside him!

Dark Elf Summoner

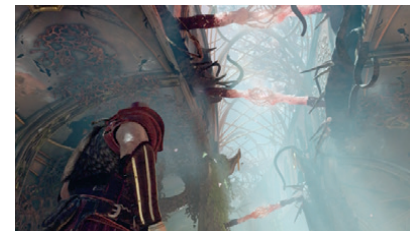


This Elven foe features distinctive glowing wings and a bright orange chest rune. His agility and fighting moves are similar to those of other Dark Elf types, with one deadly difference: true to his name, the Summoner can conjure up extra minions during the fight.

If you leave a Summoner untouched, he shoots up into the air, spinning his staff in a showy display, and then slams it to the ground. This summons two Dark Elf Soldiers. The move is dramatic and lengthy; if you can interrupt it with an axe toss or a few arrows from Atreus, you can negate the summoning.

By now you know how to fight the standard Dark Elf, but the Summoner can keep bringing more of them into the fight. Thus, your first objective is to keep constant pressure on the Summoner so he can't summon, and terminate him first. Keep Atreus firing at him until the glowing foe is on the ground and shaken; then hit the Summoner with a heavy axe throw to freeze him. After the Summoner falls, quickly take out any remaining minions.

Once the hall is clear, note the nearby coffin wrapped in tentacles, then look up to see three pulsing tendril joints above, stretched across the hall. They're all part of the same organism, so you can't slash them individually. Move down the hall and turn around, getting all three joints lined up in your sight. Then slice them with one throw of Leviathan. The growth shrivels, freeing the coffin for you to loot.



HANGING FRUIT

Remember to look upward as you explore. Tendril joints hanging from the ceiling yield rewards if you cut them down with an axe toss.

FIND A WAY TO CLIMB TO THE UPPER LEVEL

Follow Atreus down the hall. A small pack of Exploding Nightmares hover ahead (39), but if you've upgraded the Talon Bow, Atreus can pop the critters mostly by himself. Two more Dark Elf Warriors charge in with their heavy lance attacks—take them out and keep moving down the hall past another Exploding Nightmare pack. At the hall's end, you see a towering structure that appears to be encased in some kind of strange, sticky growth. You can see a rune message glowing in one of the structural rings on the tower:



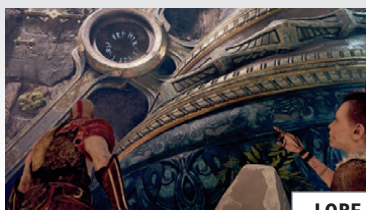
Exploding Nightmare



This small flying minion of the Dark Elves is a variant of the standard Nightmare you faced earlier. The Exploding Nightmare makes a kamikaze run, zooming in close, glowing briefly and exploding after a moment. Its explosion inflicts damage and can daze you too. As with all breeds of the nimble Nightmare, your best tactic is to take them down with well-aimed axe throws. Atreus' arrows can also stagger and delay the flier from reaching you.

KEEP SAFE THE LIGHT

Look for this Rune Read up high on the tall structure at the end of the main atrium hall where you enter the Ringed Temple.

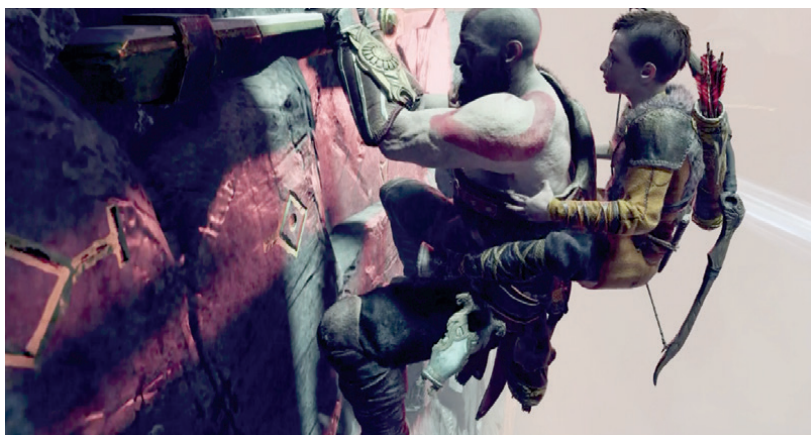


LORE

Explore the area below it to find a coffin wrapped in spiky tentacles. Jump across the gap where Atreus is standing, then leap a second gap and turn rightward to find the spot (40) where the tendrils are lined up.



Toss Leviathan through them and return across the gaps to the now-untangled coffin. Open it, then hop back across the two gaps again and climb the marked wall on the left. Follow the path to the end and jump to grab the wall (41). Climb to the right, scrambling through the ring and across the wall face.

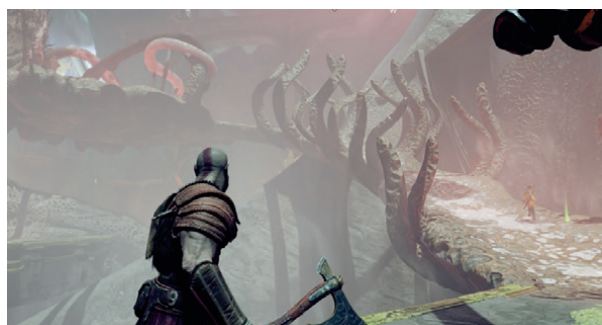


Follow the path to the end and jump to grab the wall. Climb to the right, scrambling through the ring and across the wall face. Atreus notes that the Dark Elves have covered the light with disgusting growth, dimming it considerably. Keep climbing rightward into the Ringed Temple interior until Kratos can jump across and climb up onto the Elf-infested platform (42).

OBJECTIVE: Find a Way Into the Hive

Fight through the mixed squad of Dark Elves—target the lone Summoner first to keep him from whipping up new troops, and then tangle with the Warriors, evading their blinding lance blasts. Once you clear the platform, slice through the glowing tendril bundle, then use Leviathan to freeze and shatter the stalk (43) as you did before to clear out the growth. This reactivates a nearby light bridge. Cross that bridge to the next platform (44).

Work your way left along the walkways, past more Exploding Nightmares and Dark Elves (including another Summoner), to another tendril stalk to slice apart. This restores yet another light bridge that takes you to a slime-encrusted ramp (45) leading upward toward the hive. Climb it to a plateau (46) with multiple tendril joints and a tunnel entrance covered with tendrils.



OBJECTIVE: Find a Way Into the Hive

CUT THROUGH GROWTH BLOCKING THE HIVE'S ENTRANCE

Now you must figure out which tendril joints are parts of the same organisms so you can clear out the growth blocking the tunnel entrance and proceed into the hive.

SHADOW HINTS

The crisscrossing shadows on the ground match the alignments of each set of connected tendril joints.



✚ Head over to where Atreus stands looking at the blocked tunnel entrance, turn around, and line up the three rightmost tendril joints for an axe toss. This kills one tendril strand.



✚ After the first throw, walk directly forward toward the remaining joint on the right side (facing out from the blocked tunnel) and veer just to the right of the joint. Turn left and line it up with the two rightmost joints across the plateau, and slice all three with an axe toss.



✚ From that position, walk across the plateau and around the rightmost joint ahead. Line up the last two remaining joints with the tendrils glowing over the tunnel entrance. Throw the axe to kill the last strand and unblock the tunnel.



OBJECTIVE: Investigate the Hive

Enter the tunnel and follow it to the narrow section where Kratos and Atreus have to slide sideways to get through. Continue ahead to the wall and start climbing. Partway up, a Dark Elf bursts through the wall to attack. Father and son team up to fend him off. Afterward, climb up to the next level.



Follow the next tunnel to the low section where you must crouch to get through, then fight off another attacker; Kratos slams him through the wall, which crumbles, and father and son slide down a slimy slope to a ledge overlooking the light! Here they also survey the creepy hive interior, which is crawling with Dark Elves.



OBJECTIVE: Destroy the Hive and Claim the Light

Proceed up the path to the tendril stalk and slice/freeze it as you did the ones before, tapping Circle rapidly to shatter it. This causes a large section of the hive to crumble and collapse. It also brings a swarm of Elves flying up to meet you.



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GOD OF WAR TEAM

THE ART OF GOD OF WAR

Start hacking your way through the onrushing foes, pushing forward up the path as you fight. Important: Keep Atreus firing his bow as you proceed. His active support can make this frenetic slog up the hive much easier. A burst of Spartan Rage would serve you well here too, if you have it available.

Slash through wave after wave of Elves until you hear Atreus call, "That's the last one! Hurry!" Slice through another tendril stalk to trigger a long cut scene: a large hive section crashes past the light platform, where Kratos and Atreus eventually land.

Breaking up the hive intensifies the Light of Alfheim beam, which in turn lights up and activates other sections of the Ringed Temple all around. Atreus hears "singing" in the light as well. Kratos spots an exit door over on the far platform. Then he hands Leviathan to his son.



ENTER AND FOLLOW THE LIGHT

When control returns, repeatedly tap Circle as indicated on-screen to move Kratos into the light. He starts by inserting the Bifröst's, but gets pulled into the intense beam.



Kratos ends up in a murky otherworld. The sack of Faye's ashes floats away and starts glowing. Follow that glow across the landscape, listening to the echo of Atreus' voice. The light leads to the front door of Kratos' house. Open the door to view a series of other visions: the deck of a boat, the shore of the Lake of Nine.



Turn around and enter the cave behind you, following it to the marked wall. Climb the wall to wind up, oddly enough, inside the house where Atreus grieves. Open the glowing front door and cross the



suspension bridge that appears next. This triggers another scene: Kratos is reunited with Atreus back on the Light of Alfheim platform—a platform now strewn with Elven corpses!

RINGED TEMPLE

47. LIGHT OF ALFHEIM

48. HIT CRYSTAL FOR BRIDGE

49. LOOSE CRYSTAL

50-51. LIGHT BRIDGE

52. CLEAR TENTACLES FOR WALL CLIMB

53. HIT CRYSTAL FOR BRIDGE

54. TOSS AXE THROUGH JOINTS

55. HIT CRYSTAL FOR BRIDGE

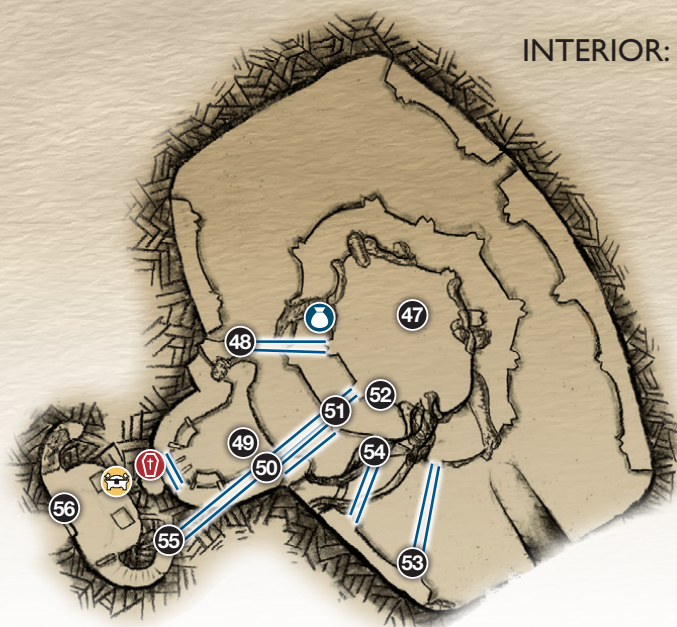
56. LIGHT GATE

COFFIN

CHEST

LEGENDARY CHEST

INTERIOR: EXIT



Follow Atreus from the Light (47) to the edge of the platform to trigger one more scene: as the Witch advised, Kratos uses the Bifröst on the bowstring of the Talon Bow. Now Atreus can fire Light Arrows infused with the Light of Alfheim. Hold in L2 to bring up your targeting reticle on-screen, and move it onto the crystal on the far platform (48). Then press Square to have Atreus shoot a Light Arrow. The crystal activates and generates a light bridge!





BLUE RETICLE



Targets that are susceptible to Light Arrows (like crystals) make your targeting reticle glow blue when you move it over them. Note also that the Arrow icon in the lower right corner has changed to indicate that Atreus' quiver now produces Light Arrows.

OBJECTIVE: Find a Way Out of the Temple

Cross the new light bridge and hop down the series of terraces to a courtyard. Pick up the loose crystal (49) on the floor and carry it to the empty crystal stand near the back of the area. Press Circle to install it.

Press L2 and aim at the installed crystal, then tap Square to fire Atreus' Light Arrow. This powers the crystal and activates a solid light walkway that curves around the upper terrace of the courtyard. Climb the yellow-marked wall and walk along the new light terrace to find a coffin in a back room.

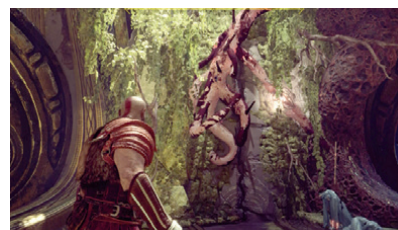
Hop back down to the floor and remove the crystal from the stand. Carry it over to the other empty crystal stand (overlooking the atrium), install it, then power it with a Light Arrow. This activates another light bridge that stretches from the courtyard's upper terrace (50) across the atrium to the opposite side of the temple (51).



CLEAR OUT THE TENDRIL GROWTH

Climb back up to that upper terrace (50) and cross the new bridge. Turn left on the other side (51), but watch out for another Exploding Nightmare pack. After you have Atreus pop them all, continue left to find a chest wrapped in tentacles. Line up the two tendril joints as shown in our shot, and toss Leviathan to slice them and free the chest for looting.

Move along the wall to find another small tentacle cluster on it with a single tendril joint (circled). Toss Leviathan to slice the joint and reveal a cracked climbing wall (52) that leads back up to the Light of Alfheim platform.



Don't climb it yet—first, head to the other side of the platform and target the two crystals on the far platform with Atreus' Light Arrows to activate bridges across the gap. Cross the leftmost bridge (the rightmost bridge is blocked by huge tentacles) (53) and take out the Dark Elf Soldiers that drop in to harass you. Then walk out onto the blocked light bridge (54) and turn back to line up the two tendril joints. Toss Leviathan to sever them, and watch the huge tentacles shrivel. This frees up a light crystal (circled) on the upper level (55).



UPGRADE ATREUS' ARROW SKILLS

Before you engage more enemies in Alfheim, open your Skills Menu, select the Talon Bow, and spend XP on the first two Magic Combat Skills available, Weaken Potency and Light Potency I. This makes Atreus' Light Arrows even more effective against foes.

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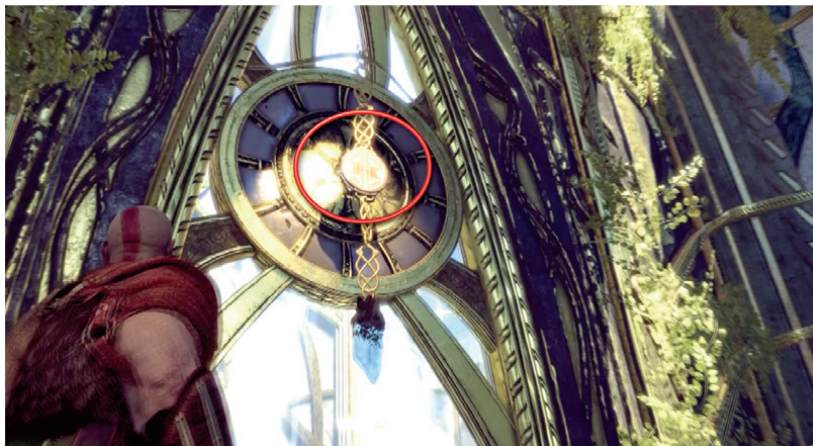
FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

OPEN THE EXIT GATE FROM THE TEMPLE INTERIOR

Shoot it with Atreus' Light Arrows to extend a light bridge across to the Light of Alfheim platform. Now you can return to the cracked wall (52) and climb up to the light platform, where a Dark Elf Summoner and other Dark Elves wait for you with hostile intent. Wipe them out, taking the Summoner first if you can, and then follow Atreus across the new light bridge you just activated. Climb the staircase on the other side (55).



At the top of the stairs, you find an impenetrable light gate (56) guarded by a pair of Dark Elf Soldiers. Take out the Elves, open the nearby Legendary Chest for valuable loot, and look above the light gate to see a crystal hanging on a chain. Toss Leviathan at the disc (circled) above the crystal to sever the chain and drop the crystal to the ground. This also dissipates the light gate.

RINGED TEMPLE

56. LIGHT DOOR
(CRYSTAL ABOVE)

57. STAIRS TO UPPER
COURTYARD

58. CRYSTAL STAND

59. CLIMB LEDGES TO BALCONY

60. THROW AXE AT JOINTS

61. HIT ALL RUNE-BELLS
FROM HERE

62. CRYSTAL STAND

63. BOOST ATREUS

64. SAND-BOWL

65. TEMPLE MAIN GATE

LORE

NORNIR CHEST

MAIN GATE
AND COURTYARD

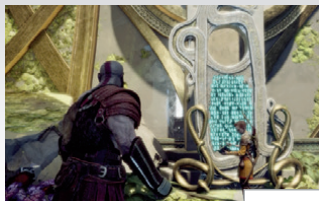


CLEAR A ROUTE TO THE SAND BOWL

Pick up the fallen crystal, walk through the now-open light gate (56), and install it in the empty crystal stand. Fire a Light Arrow at the crystal to power it up. This activates the nearby Lore Marker; approach it and direct Atreus to read the rune message on it.

THE LIGHT OF ALFHEIM

This Lore Marker is found in the first courtyard after you disable the light gate at the top of the stairs upon exiting the Ringed Temple interior. To activate the marker, you must install a light crystal in the courtyard stand and shoot it with a Light Arrow.



LORE



Remove the crystal from the stand and carry it up the next flight of stairs (57) to another courtyard, just inside the temple's main gate (65) (Atreus calls it "the blue door that's not a door"). Kratos spots another sand bowl (64) up on a high balcony (circled).

Install the crystal in the empty stand (58) and fire a Light Arrow to power it. This activates a short light bridge on the balcony directly above it. Turn right and climb up the marked ledges (59) (circled in our shot) to that balcony.

Walk across the light bridge, stopping slightly past its far end (60), and turn to look down at the pulsing tendril joints (circled) in the tendril growth blocking access to another



empty crystal stand (62) below. Toss Leviathan through the joints (as indicated by the arrow on our map) to shrivel the organism.

UNLOCK THE NORNIR CHEST

Before you head back down to the courtyard, note the Nornir Chest in the enclosure on the balcony. This is another timed test—you must strike three nearby rune bells within about seven seconds in order to unlock the chest. Here's the best way:



Facing the Nornir Chest, move around the outside of the enclosure to the right. Stand in the spot (61) as shown in our shot, where you have a view of two rune bells through a diamond-shaped opening: one far across the balcony, the other just above the Nornir Chest inside the enclosure. Line up your axe throw to hit the far rune first, and then make the easier toss at the closer rune second. Do it fast! Remember, you have only seven seconds.



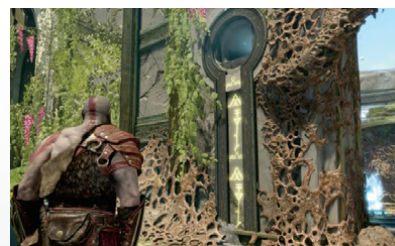
The moment you throw Leviathan at the second rune bell, swivel around 180 degrees, recalling Leviathan as you turn. Then throw at the third rune bell through the far window. If you hit that rune in time, you can approach the now-unsealed Nornir Chest and open it to acquire another Horn of Blood Mead.



OPEN THE TEMPLE'S MAIN GATE

Hop off the balcony down to the courtyard, pull the crystal off the stand (58), and go install it in the newly accessible stand (62) across the yard. Target the crystal with a Light Arrow to activate a light bridge that connects to the sand-bowl balcony.

Turn left and walk around the corner of the wall to find a marked section of wall (63) leading up to a circular opening. Boost Atreus up to that opening.



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GOD OF WAR TEAM

THE ART OF GOD OF WAR

After he crawls through, Atreus walks across the newly activated light bridge to the sand bowl (64). Approach the main gate and press Square to have Atreus note the rune etched above the gate. The boy draws the rune in the sand bowl, and the main gate unseals. Approach the gate (65) and open it to trigger a scene: Light Elves float back into their temple as Kratos and Atreus exit.



RINGED TEMPLE

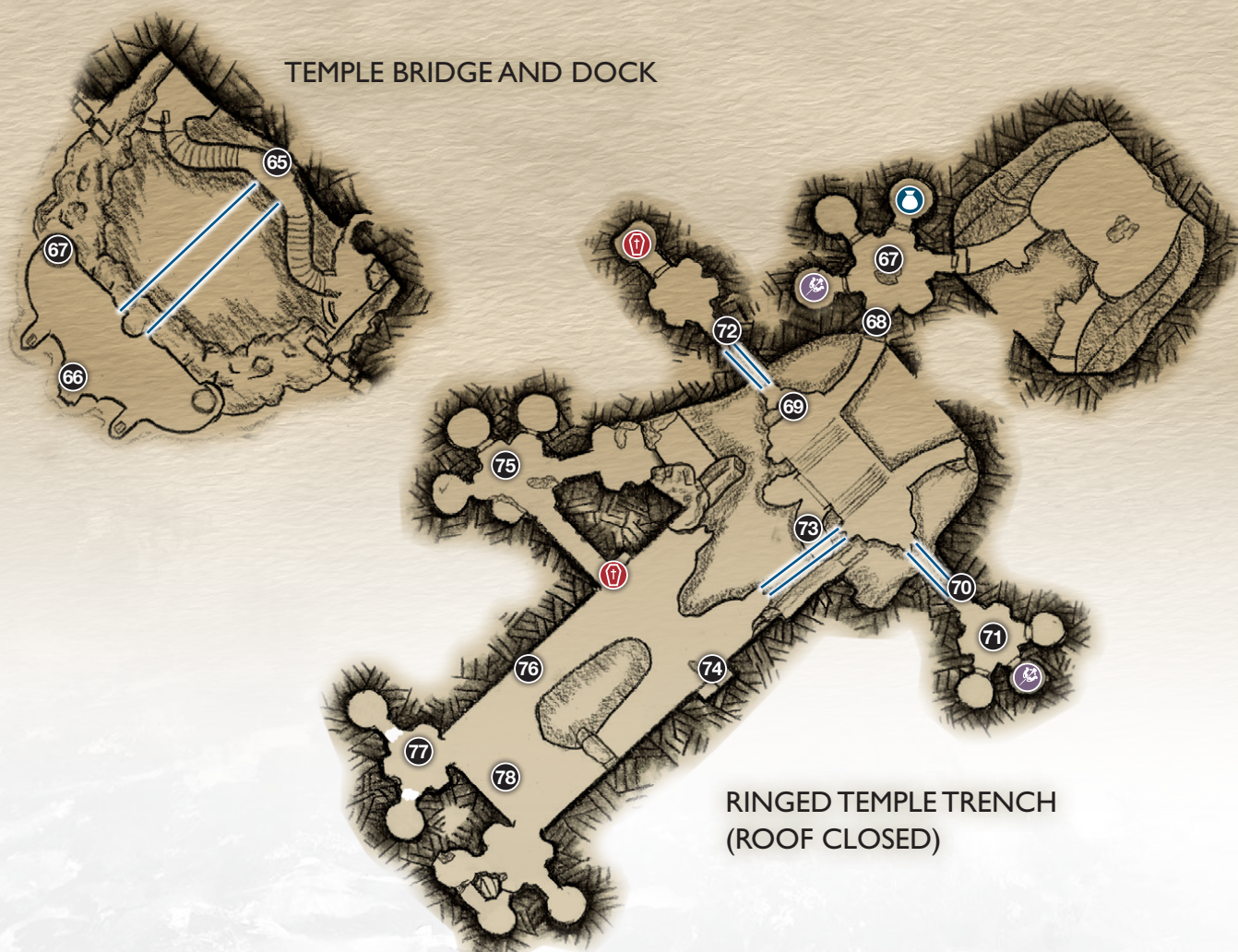
- 65. TEMPLE MAIN GATE
- 66. BOAT DOCK
- 67. LIGHT LIFT
- 68. DETENTION POD EXIT
- 69. REVENANT FIGHT!

- 70. LIGHT CRYSTAL (SHOOT FOR BRIDGE)
- 71. LOOSE CRYSTAL
- 72. LIGHT CRYSTAL (SHOOT FOR BRIDGE)

- 73. CRYSTAL STAND
- 74. WHEEL-CRANK (LOWERS FLOOR)
- 75. WHEEL-CRANK (LOWERS FLOOR)

- 76. CROSS TRENCH
- 77. DETENTION POD
- 78. SAND BOWL / SVARTALJQFURR

- ARTIFACT
- CHEST
- COFFIN



OBJECTIVE: Return to the Boat

This objective is a quick one. From the gate (65), simply cross the main bridge and approach the flag-marked dock (66) on the other side. Atreus points out that the boat is still on the other side of the lake. As Kratos indicates, you must return to it the way you came—that is, back through the temple trench.

OBJECTIVE: Use the Sand-Bowl Lift

Head over to the dock's elevator lift (67) and ride it down to the detention pod below. The holding cells are now open, meaning the prisoners are loose somewhere. Search the two open cells to find a chest and an Artifact.



ELVEN ARTIFACT

After you ride the elevator from the Ringed Temple dock down into the detention pod, find this Artifact on the floor of an open holding cell.



ARTIFACT



Open the closed door (68) and exit the pod. As you step into the trench area, the great roof closes above you! Now the trench is swathed in darkness.

Move out onto the platform and turn right (69) to trigger the appearance of a nasty pair of Poison Revenants. Stay mobile to avoid the raked fissures coming from two directions. A good tactic is to pick one Revenant as the focus for all attacks (especially Atreus' arrows to neutralize the hag's shroud) until it is eliminated. You want to cut their teamed firepower in half as soon as possible, especially in such low light.



FIND A LOOSE CRYSTAL

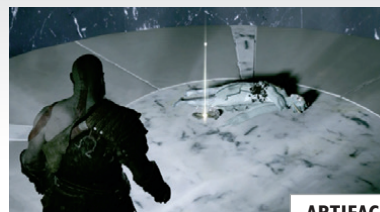


After the Revenants are put to sleep, head to the far edge of the platform to spot the light crystal (70) mounted under a doorway across the gap. Fire a Light Arrow at the crystal to activate a light bridge. Cross the bridge into a detention pod with another crystal hanging from the ceiling (71) and three holding cells blocked by solid-light doors instead of bars. Toss Leviathan at the ceiling disc (circled) to break the chain and drop the crystal.

Unfortunately, this disables all the cell barriers; each cell releases an angry Draugr prisoner. Dispense capital punishment to the three attackers. When finished, explore their open cells to find another Elven Artifact. Then pick up the fallen crystal and carry it back across the light bridge.

ELVEN ARTIFACT

After you enter the darkened temple trench (when its roof is closed) and fight off the Revenants, fire a Light Arrow to activate a light bridge leading to the far detention pod. Knock down the crystal hanging from the ceiling to open the cells, clear out the Draugr prisoners, and then find the Artifact next to a fallen Light Elf in the middle cell.



ARTIFACT

SOLVE THE POD PUZZLE

Carrying the crystal, cross to the opposite side of the platform, but watch out for a Heavy Draugr en route! (Set down the crystal to fight.) When you arrive, spot another crystal (72) mounted under the ledge across the gap. Drop the crystal you're carrying and fire a Light Arrow at the far crystal to activate another light bridge. Don't pick up the crystal yet—instead, cross the bridge into a circular chamber where a Draugr lurks. Eliminate the creature first, and then backtrack to pick up the crystal. Carry the crystal into the chamber and install it in the empty crystal stand. Fire a Light Arrow at it and then survey the room.



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THE ART OF GOD OF WAR

The lone door is emblazoned with four blue runes. Around the chamber you see four spinners, each with a blue rune displayed and panels you can hit by tossing Leviathan. When you hit a spinner panel, the device turns, displaying a new rune with each turn. Your task is to turn the spinners to reveal runes that match the four runes emblazoned on the door; in order. But the task is timed!

Facing the closed door, we'll target the spinners in order from left to right. You have 20 seconds to get the correct settings; after that, the puzzle resets.



✚ From the initial setting, face the leftmost spinner. Hit its rightmost panel once.

✚ Swivel rightward to the next spinner and hit its leftmost panel once.

✚ Swivel rightward to the next spinner and hit its leftmost panel twice.

✚ Swivel rightward to the next spinner and hit its leftmost panel once.



When you achieve the correct spinner settings within the time limit, the door opens, revealing a coffin. Open it to snag the loot. Then remove the crystal from the stand and carry it out of the chamber.

GET ACROSS THE TRENCH GAP

Carry the crystal onto the platform and veer to the right, down the ramp to the empty crystal stand (73). Install the crystal into the stand and power it with Atreus' Light Arrow to activate a light bridge above you. Head back up the ramp onto the platform, turn right, and cross the new bridge.



OPTIONAL: FIND ANOTHER ARTIFACT

Use the wheel-crank (74) to lower the floor all the way then toss Leviathan to freeze the gear again. Head through the round tunnel into the detention pod (75) where the cells are now open; one holds another Artifact.



ELVEN ARTIFACT

After you cross the gap in the darkened temple trench, use the wheel-crank to lower the floor then enter the lower-level detention pod. Find this Artifact inside an open cell on the ground next to the fallen Light Elf.



ARTIFACT

Recall Leviathan to let the floor out in the trench raise again. Grab the detention pod's wheel-crank (75) and give it four yanks to lower a small niche with a coffin into sight at the far end of the round tunnel. (You can see it directly ahead.) Toss Leviathan at the gear on the pod's right wall to freeze it then go open the coffin.



Grab the wheel-crank again; recall Leviathan to unfreeze the gear; turn the wheel as far as it will go; and toss the axe to freeze the gear again. Now you can go back through the round tunnel and cross the trench's sunken floor to the other wheel-crank platform. Recall Leviathan to raise the floor back up to the main level.

Veer over to the right side of the trench (76) and proceed to the far end. Enter the rightmost detention pod (77) to find that the previously locked cells are now open; look for a Hacksilver drop inside one.

Head out to the sand bowl (78) where Atreus waits. Press Square when the prompt appears. This move triggers the return of the same colorful Dark Elf leader

you've seen several times before. But this time he's not directing troops. Svartálfur, the Dark Elf King, is here to fight. He jumps Kratos from behind; tap Circle rapidly to escape his initial chokehold.

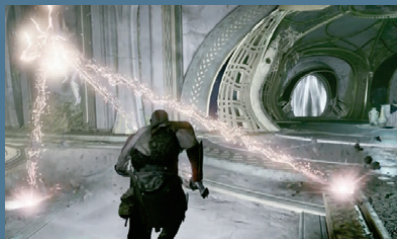


Defeat Svartáljǫfurr!

Svartáljǫfurr is a true boss, with a deep well of health as well as multiple attacks and evasive moves that evolve over the course of the fight. From the start, his basic strike is a single, heavy swing of his deadly three-pronged staff. But the boss can also unleash a spinning double melee swing that hits once and then, after a spin, hits again. You can block the first hit, but it still knocks you backward and sets you up for his follow-up staff slam. From medium/long range, Svartáljǫfurr has a deadly dash attack. Watch carefully: he rises up, flashes, and then suddenly flies like a bullet straight at Kratos with his staff extended. The hit inflicts the blinded status too!



Once Svartáljǫfurr's health drops to 75 percent, he adds a triple-shot of unblockable explosives from his staff that shoot out in three directions,



attempting to bracket Kratos' position. These mine-like projectiles sizzle for a second then explode after a short delay or if Kratos steps on them. Roll backwards, not sideways, to evade them! The delayed detonations inflict damage as well as the blinded status if Kratos gets caught in their blast radius. Note that just before firing these shots, the Dark Elf's staff-blades glow brightly. When you see this, get ready to roll back!



At 50 percent health, Svartáljǫfurr adds a painful uppercut to his single heavy swing, and also extends his double-swing combo with a staff slam at the end. At 30 percent health, he adds a deadly air-dive attack, hovering straight up and then making a lightning-fast swoop straight at Kratos.

Keep moving and evading or you'll end up fighting blind much of this bout. As always, use Atreus to weaken the foe so that Kratos can rush in for solid punches or axe blows; Svartáljǫfurr also leaves himself open to melee combos in his recovery moments right after launching his own attacks. Use your Runic abilities whenever they're charged to disrupt his attack moves. And don't forget Spartan Rage if available; you can knock a sizeable chunk off his health bar.

When the Elf King finally falls, he issues a warning that Atreus translates. Be sure to gather all the pickups in the area before you move on, including a Rare Runic Summon for Atreus.



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Return to the sand bowl (78) and press Square to direct Atreus to write the runes in the sand. This activates the lift, which rises to the platform above where the boat is docked. Hop into the boat.



EXPLORE THE LAKE'S BEACHES

Here, if you row toward the Alfheim river entrance, Atreus wonders aloud if you should return to Midgard or stay and explore a bit. Nearby lie two hidden beaches, Light Elf Shore and Light Elf Sanctuary, where you can find a veritable cornucopia of collectible stuff: chests of all kinds (including one Nornir Chest), Artifacts, and a Hidden Chamber of Odin.

BAD BEACH BODIES

Some brutal, relentless Level 4 enemies lurk on the Lake of Light beaches. You might want to come back later when Kratos and Atreus are better equipped.

LAKE OF LIGHT AND RETURN TO TÝR'S TEMPLE

79. HIDDEN BEACH:
LIGHT ELF SANCTUARY

80. OPEN THE GATE

81. UNLOCK THE NORNIR CHEST

82. OPEN SECOND GATE

83. ACCESS LEGENDARY CHEST

84. HIDDEN BEACH:
LIGHT ELF SHORE

85. CLOSE REALM TEAR
(REQUIRES LIGHT ARROWS)

86. HIDDEN CHAMBER OF ODIN
(REQUIRES CHISEL)

87. CLEAR THE TENTACLES

88. RIVER ENTRANCE

89. BEACH (SINDRI'S SHOP)

90. TÝR'S BRIDGE

91. REALM TRAVEL ROOM

ARTIFACT

CHEST

DOCK

HIDDEN CHAMBER

LEGENDARY CHEST

NORNIR CHEST

RAVEN

REALM TEAR

SHOP

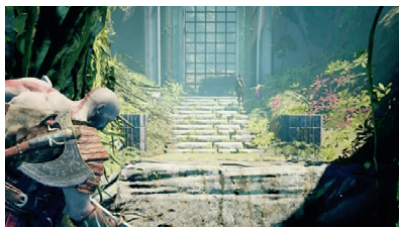


Two hidden beaches are available for exploration as soon as you gain access to Alfheim. In order to complete everything at the northern beach, though, you must have obtained the Light Arrows from inside the Ringed Temple and collected the Chisel, which we cover during "The Magic Chisel" chapter of **the Journey**. If you're following this walkthrough, we don't have the Chisel yet. But we'll point out where and how to use it here.

LIGHT ELF SANCTUARY

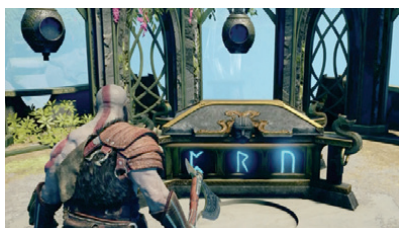
ENTER THE SANCTUARY

From the lake entrance, head southeast to the far corner and paddle onto the small beach (79) to discover Light Elf Sanctuary. Immediately, a pair of Tatzelmurms attack. Take them down, followed by two Projectile Draugr to the northwest. Once all enemies are defeated, interact with the lever (80) that sits under the upper Draugr's position to temporarily raise the gate ahead. Hop the gap and duck under the grill before it closes. You only have a few seconds, so sprint all the way through.



UNLOCK THE NORNIR CHEST

A couple more Tatzelmurms attack, so dispose of them before following the path to the left (81). This leads to a Nornir Chest surrounded by seven blank bells. Three of the bells correspond with the three runes on the chest. Simply hit the correct bells with light axe throws within a short time limit to access the chest. You have six seconds to deactivate all three, so aim and recall Leviathan quickly.



Here's how: Number the bells from 1 to 7, starting with the left bell (southwest) and counting clockwise around the circle. Rapidly toss Leviathan at bells 1, 4, and 6. Loot the chest for another Iðunn Apple. Return to the previous chamber (82), and stand at the lever facing the gate ahead.

GET THROUGH THE TENTACLE-BLOCKED GATE

A tentacle with two joints exposed blocks the gate, though there's no way to hit both joints with one toss of the axe. Turn the lever to open the gate and immediately throw the axe through the lower joint (which retracts the tentacle that holds the gate shut). Quickly recall Leviathan, which tears through the lower joint again, and throw the axe through the upper joint to kill the tentacle. The timing is tricky, but you'll get it after a few tries.



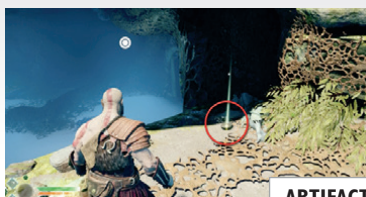
Move outside to find a Realm Tear on the ledge ahead. Two Level 4 Heavy Draugr spawn from the tear, which can be a challenge if you attempt this at the first opportunity. Follow the trail southeast and throw Leviathan through the two joints that block the tunnel.

Continue along the path until a tentacle blocks your way. Three tendril joints stretch between the walls ahead. Adjust your position until the three are aligned, and toss Leviathan to remove the tentacles. Collect the Artifact that's now accessible before hopping down to the beach below.



ELVEN ARTIFACT

Find this Artifact on the way out of the Sanctuary. It's hidden under some tentacles, so you must toss your axe through the growth's three tendril joints in one toss to clear it out and reveal the Artifact on the ground.



ARTIFACT

Enter the unblocked tunnel (83) on the right and proceed to the chamber ahead to find a Legendary Chest wrapped in a tentacle. Look up to spot three joints; all three must be destroyed in one throw to gain access to the chest. Interacting with the nearby wheel causes two of the joints to spin around on the circular track above, and once released, they slowly return to their original positions.



Crank the wheel until it cannot turn anymore, step out to the right, and spot the third joint on the far wall. (You should be aiming almost exactly northwest.) As the two moving joints line up with the third, toss Leviathan so that it flies through all three. Loot the Rare Talisman from the chest before returning to your boat, killing a lone Dual-Wield Draugr along the way.

LIGHT ELF SHORE

KILL THE GLOOM NIGHTMARES AND DUAL-WIELD DRAUGR

Paddle north, almost to the far side of the lake, and dock at a small beach on the left (84). If you've gathered the light from the Ringed Temple, run left first and kill the pair of hostile Gloom Nightmares. Watch for them to latch onto Atreus! Go help the boy if it happens.



Gloom Nightmare



This small flying minion of the Dark Elves is a variant of the standard Nightmare you've faced earlier. The Gloom Nightmare spits projectiles that not only inflict physical damage but also a temporary blinding effect. Just as some other varieties of Nightmare, they can also latch onto Atreus and lift him up, removing him from the fight. A quick punch disentangles the boy from a Nightmare's dangling tentacles.

As with all breeds of the nimble Nightmare, your best tactic is to target them with careful axe throws.

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Next, enter the cave **(85)** and spot the three crystals embedded in the floor and instruct Atreus to shoot all three with his Light Arrows. This reveals a Realm Tear, which spawns two very tough Level 4 Dual-Wield Draugr. They have the ability to overwhelm with their speed, so use Leviathan to slow them down, and keep Atreus' arrows flying.



Return to the beach, defeat the Heavy Draugr, and head west. The left tunnel leads to a Hidden Chamber of Odin **(86)**, guarded by two Tatzelwurms. Once you possess the Chisel, you can access the special chamber, which holds valuable loot and a Valkyrie. Olrun is an extremely challenging opponent, so be sure you're ready before taking her on. Refer to the **Labors** chapter for more information on the chamber; and **Favors** for details on the Valkyrie.

Run northwest into the right tunnel until you reach a hole in the ground. Use Leviathan on the joint that stretches between the walls, and quickly hop across the gap **(87)**. Turn around to spot three joints that don't seem to line up.

Position yourself to align two joints and throw the axe through them, then swiftly recall the axe through the third. Now you can loot the chest you've disentangled back across the gap.

Hop over the gap again, follow the tunnel to a Legendary Chest, and collect the valuable loot. From here you can fling your axe at a joint (circled in our shot) hanging under the rock arch to the east to drop a cache of Aegir's Gold into the lake water below. Hop down to the right to find another Artifact, and return to your boat. Paddle over to the gold drop under the arch before heading back across the Lake of Light to the river entrance.



ELVEN ARTIFACT

As you exit the caves of Light Elf Shore and follow the stone-paved walkway to return to the beach, look for this Artifact next to a fallen Light Elf.



ARTIFACT

OBJECTIVE: Return to Týr's Temple

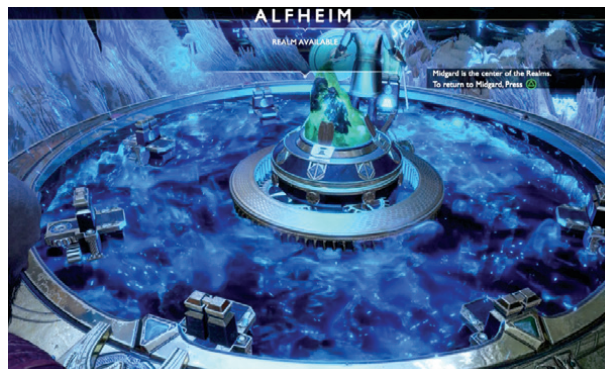
Return to the lake exit channel **(88)**, steer between the two light pillars, then follow the river back through the rock tunnel all way to the sandy cove where Sindri's Shop **(89)** is located. En route, listen to the tense conversation as Atreus and Kratos try to sort out tangled feelings about their journey. When you reach Sindri's cove, go ashore to get a new objective.

OBJECTIVE: Realm-Travel Back to Midgard

Check in with Sindri to upgrade your gear and pick up an optional task. (Sindri gives you an Entry Stone to Fáfnir's Storeroom, which activates the Dwarven Favor "Fáfnir's Hoard." For a walkthrough of this quest, check out our **Favors** chapter in this book. From Sindri's Shop, cross the beach and climb the nearby marked wall. Proceed across Týr's Bridge **(90)**, and enter Týr's Temple.



Cross the light bridge **(91)** to enter the Realm Travel Room. Walk across the World Tree roots and activate the travel table, then press Triangle to select "Return to Midgard."



RETURN TO THE MOUNTAIN

92. VANAHEIM TOWER ENTRY

93. CAVE DROP-OFF
(CRYSTAL ON GROUND)

94. CAVE EXIT

95. WOLF ATTACK

96. BOARD TRAM

97. TRAM ARRIVAL

98. BLACK BREATH

99. JUMP POINT

LORE

THE BASICS

EQUIPMENT
AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

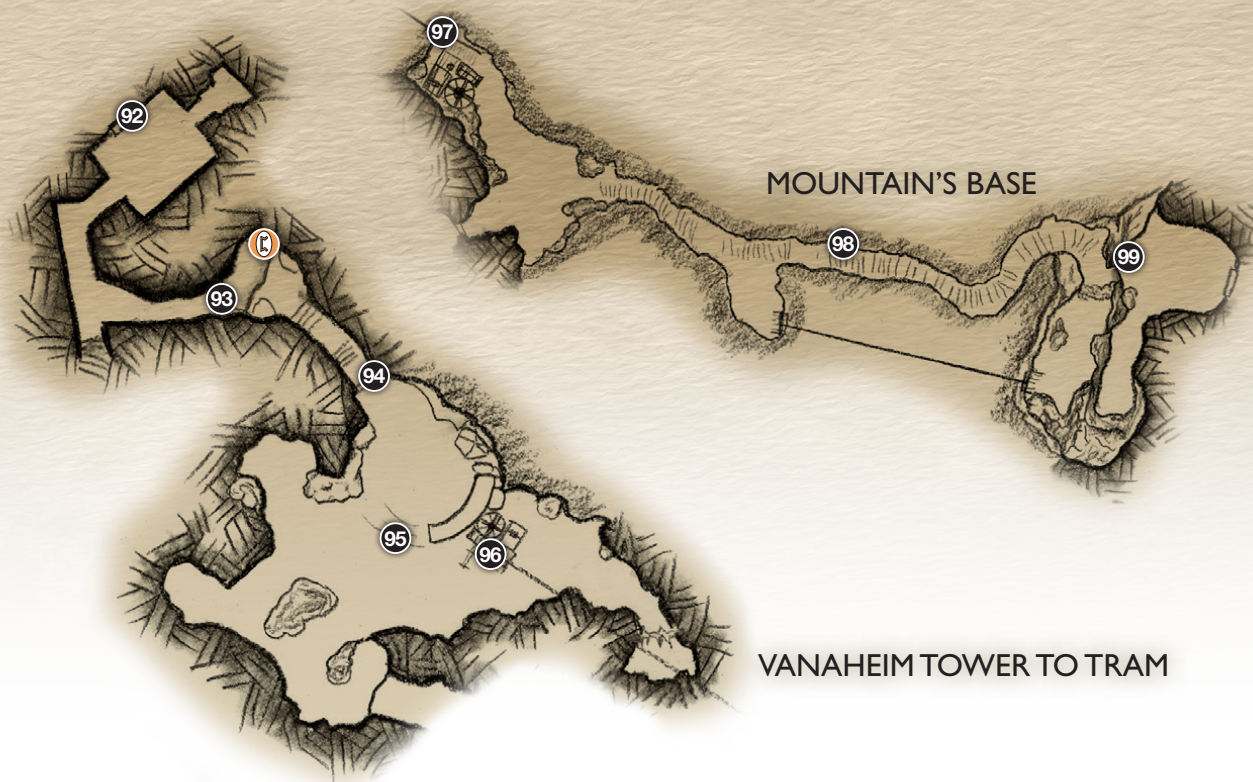
LAKE OF NINE
EXPLORATION

JÖTNAR SHRINES
AND TROPHIES

FAN ART

GOD OF WAR
TEAM

THE ART OF
GOD OF WAR



OBJECTIVE: Return to the Mountain

When the platform stops rotating, cross the World Tree roots and exit the chamber via the glowing door directly ahead. This triggers a quick scene: Atreus rushes to speak with Brok, who examines his brother's work on Leviathan... then adds another Mark of the Dwarves as well.



Talk to Brok to pick up another optional task. Brok gives you an entry stone to Völunder Mines, which activates the Dwarven Favor entitled "Second Hand Soul." (For a walkthrough of this quest, check out our **Favors** chapter in this book.) Exit Týr's Temple and head across the bridge.

OBJECTIVE: Go Back Through the Tower

Outside the Vanaheim Tower entrance, you run into a new variety of Draugr. This upgraded version features special enhanced legs that glow orange and propel the Draugr in high-speed bursts of movement. Be ready to block and counter their dizzying dashes, and use Atreus to immobilize them long enough to close the space for melee strikes. These speedsters stun easily, so follow up with a terminal stun grab stomp.



Draugr Speed

This Draugr variant features powered-up, glowing legs capable of blazing bursts of speed. Speed-enhanced Draugr dart quickly in and out of melee range, and their agility can make them hard to hit with axe throws. Watch for the telltale foot stomp—a deadly dash attack immediately follows.



When these Draugr make a speed rush, parry and immediately counter. When they're out of range, unleash an arrow barrage from Atreus to pin them down while Kratos moves into close range to hammer them.

After you terminate the speedy quartet, re-enter Vanaheim Tower (92) and work your way back to the drop-off (93). Hop down and pick up the loose crystal from the ground where you landed. Install it in the crystal stand next to the Lore Marker; shoot a Light Arrow at the installed crystal to activate the marker; and then direct Atreus to read the rune message that appears.



BEWARE OF SEIÐR

This Lore Marker is next to the Scorn Pole and wooden platform in the caves behind Vanaheim Tower. You can activate it only after Atreus gains the Light Arrow ability in Alfheim.



LORE

Climb the wooden scaffold next to the Lore Marker, as you did earlier; and slide right until you can jump down to the upper passage. Then climb the stairs and exit the caves (94). Cross the courtyard and head out into the grass (95) to tangle with a hostile mixed pack of Rabid and Poison Wolves.

NOT YET...

Some areas above Sindri's Shop are inaccessible until you pick up special gear later. Therefore, go straight to the tram after you visit Sindri and kill the Wolf pack and visit Sindri. Don't worry, the story path comes back through this area later, when you're better equipped.

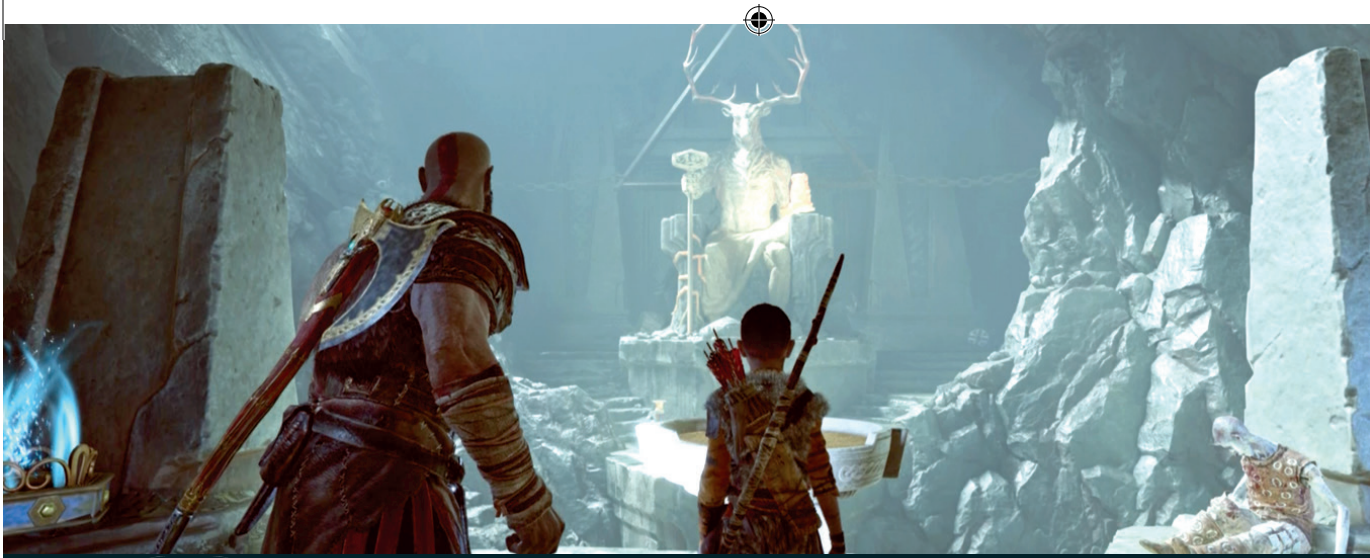
After you terminate the lupine threat, check in with Sindri if you want. Then head up to the Sky Mover (96), step onto the lift, and turn the switch. Kratos and Atreus ride up to the snowy tram platform (97) at Mountain's Base. Up ahead, you can see the great face carved into the peak where the Black Breath is being expelled.



OBJECTIVE: Dispel the Black Breath

Climb the stairs to the edge of the black mist (98) and press Circle to raise the light-infused Bifröst. Walk forward to dispel the Black Breath. Keep walking until you reach the spot where the path is blocked and you see a yellow-marked ledge to the left across a crevice (99).





INSIDE THE MOUNTAIN

The route to the Mountain's Summit runs through a vast complex of caves and mining shafts in the Mountain's interior. The ascent features thorny puzzles, wicked combat, and a perilous encounter with a legendary foe.

MOUNTAIN INTERIOR: LOWER LEVEL

1. MOUNTAIN ENTRANCE

2. SAND BOWL

3. STAG STATUE

4. RED SAP BARRIER

5. CRYSTAL (UP HIGH)

6. CRACKED WALL (AFTER FLOOR PUZZLE SOLVED)

7. DROP-OFF

8. LOW TUNNEL

9. STAIRS TO COFFIN

10. LIFT ROCK

11. BOOST UP WALL

12. TARGET CRYSTAL WITH LIGHT ARROW (ACTIVATES BRIDGE)

13. CRYSTAL (ACTIVATES BRIDGE)

14. LOOSE CRYSTAL

15. BRIDGE TO LORE MARKER (LOOK UP/LEFT FOR RUNE SPINNER)

16. LORE MARKER

17. BREAK WALL (TO ORNATE CUP)

18. LOW TUNNEL ENTRANCE

19. ALTERNATING RUNESTONE

20. DOORS

21. LORE MARKER (NEED CRYSTAL)

22. LOW TUNNEL (TO COFFIN)

23. CLIMB WALL (LORE MARKER PARTWAY UP)

ARTIFACT

CHEST

COFFIN

LORE

NORNIR CHEST

RAVEN

JOURNEY OBJECTIVES

- ✚ Ascend the Mountain
- ✚ Traverse the dark caves
- ✚ Ascend the cave shaft
- ✚ Free the chain
- ✚ Find a way to ascend
- ✚ Reach the Summit

NEW ENEMIES

- ✚ Revenant (Summoner)
- ✚ Draugr (Dual-Wield)
- ✚ Draugr (Power Weapon)
- ✚ Draugr (Explosive)
- ✚ Miniboss: Járn Fótr
- ✚ Boss: Hrázlyr
- ✚ Hel-Shadow Archer
- ✚ Nightmare Parasite
- ✚ Hel-Viken
- ✚ Hel-Reaver Guard



OBJECTIVE: Ascend the Mountain

Jump across to grab the yellow-marked ledge. Climb left, up, right, then up again to reach the cave entrance into the Mountain, where you find more of the foul Black Breath magic. Again, use the Bifröst to dispel it as you advance into the mist. Soon you reach huge wooden doors carved with an emblem. Atreus points out that it matches the one on the door to Jötunheim in Týr's Temple.



SOLVE THE RUNE FLOOR PUZZLE

From the entrance door (1), climb the stairs to a semicircular platform (2) that looks across a chasm to a far platform with a statue of a great stag on a throne (3). Look around your platform to see floor panels, a sand bowl, a handle, and two crystal stands—one with a crystal installed and one without. If you pull the handle, the floor panels slide together:



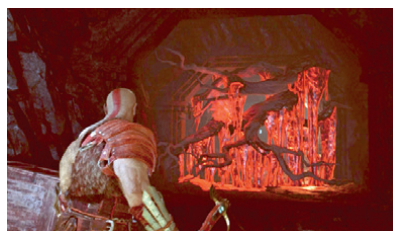
Shoot a Light Arrow at the installed crystal to power it up and reveal rune fragments on half of the floor panels. Now you need to place a crystal in the empty stand so you can activate the other half of the rune message.

BUY MORE SKILLS

Completing "The Light of Alfheim" leaves you flush with newly earned XP. Spend it right away on new/improved Skills for both Kratos and Atreus. Focus on Skill types that complement your preferred style of play—aggressive attack, patient defense, or crafty Runic.

BIG CRYSTALS

The large crystal clusters you encounter do a great deal of Stun damage to enemies. Use them in combat to easily stun enemies.



Facing the chasm, turn left and head down the tunnel. Take out the two Speed Draugr that rush up the cave, then step around the corner to find the way blocked by a barrier of weird red sap (4). You can't get past this sap yet.



Instead, go back around the corner and look up to see a crystal (circled) sitting on a rickety-looking rafter (5). Toss

Leviathan at the rafter to shatter it, then pick up the crystal and install it in the empty crystal stand back on the puzzle platform. Shoot the crystal with a Light Arrow to illuminate more rune fragments on the floor panels.

Pull the handle again to slide the floor panels together. Atreus says the resultant runes spell the word "Freedom," and he enters it in the sand bowl. This activates the stag statue, which fires a beam at the wall, burning a crack in it (6).

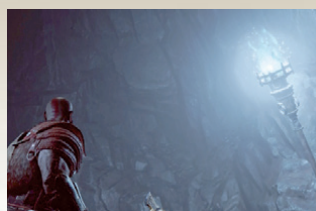


OBJECTIVE: Traverse the Dark Caves

Go to the cracked wall (6) and push it open. Atreus points out the crystal in a torch holder up ahead; shoot it with a Light Arrow to light up the tunnel, and then hop down the drop-off (7). Proceed along the passage, lighting crystals with Atreus' arrows as you go. Crouch through the low tunnel (8) and emerge to see a huge cavern ahead with a bridge and other structures. A large fallen rock (10) blocks the way in.



CRYSTAL POWER

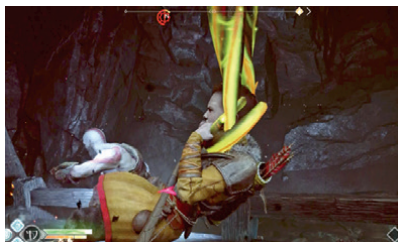


Whenever you see a crystal in a torch holder, shoot it with one of Atreus' Light Arrows to illuminate the area. Do the same to crystals in larger stands to activate light bridges or other mechanisms.

WORK AROUND BEHIND THE STAG STATUE

Before you lift the rock, turn left up a staircase

(9) that leads to a coffin and Hacksilver bucket hanging from the ceiling. Then return downstairs, lift the rock, and head across



the elevated walkway, ready to fight. A new foe, a Revenant Summoner, conjures up a quartet of another new foe, the Fire Nightmare, then spews smokescreen clouds that can blind Kratos if he steps into one. Fire Nightmares are aggressive about scooping up Atreus with their dangling tentacles too, so listen for the boy's calls for help.

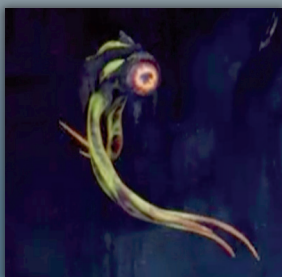
Revenant Summoner



This Revenant spews blinding mist and summons a flying squadron of various Nightmares. If you take down one or more of the Nightmares, the Revenant quickly summons more to take their place, up to a maximum of four. Focus your attacks on the Summoner as

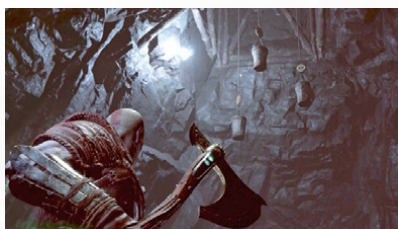
much as possible to eliminate the need to continually take down swarms of the flying creatures.

Fire Nightmare



This nasty flying eyestalk is yet another variant of the standard Nightmare. The Fire Nightmare spits fireballs that inflict damage and, like other variants, can pick up and incapacitate Atreus. Target them with careful axe throws to take them down.

After you clear the walkway, look up high to spot the silhouettes of three more Hacksilver buckets hanging from the ceiling. Shoot a Light Arrow at the nearby crystal to light up the high space then toss your axe to knock down the buckets. Then scoop up the rich Hacksilver pickups that drop to the ground.



Proceed to the yellow-marked wall (11) and note the runic seal spinner to the left. Boost Atreus up the wall, and get ready to face yet another new variety of Draugr:

HIGH BUCKETS

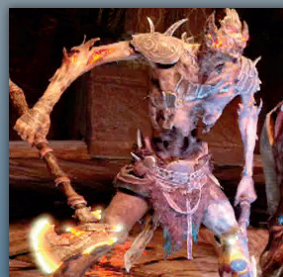
Keep an eye out for hanging buckets in the Mountain's mining caverns that you can knock down with Leviathan. As always, they shatter on the ground and yield Hacksilver.

Up ahead, the path splits in two forks. Each fork has a Draugr approaching with an axe in each hand. This Dual-Wield Draugr variant also has the Speed enhancement, so watch out for its one-foot stomp followed by a blazing dash, straight at Kratos. If you Weaken them with Light Arrows, they're easy to stun and grab for quick kills. A big Heavy Draugr joins them as the fight progresses, so don't get caught by surprise. (Note: If you tried exploring the Lake of Light beaches earlier in Alfheim, you may have already met Dual-Wield Draugr.)



Draugr Dual-Wield

This relentless Draugr sacrifices durability for high-damage attacks from twin axes, one in each hand. At higher levels, the Dual-Wield Draugr can break your guard and combo back-to-back devastating blows. Thus, if they initiate their attack string, do your best to parry! Try to keep these Draugr off-balance with Atreus' arrows, then quick melee follow-ups. If Kratos can land punches, this variant is easy to stun and kill.



After the fight, go halfway up the right fork (12) and look across the chasm to spot a coffin sitting on a rock island. Swivel slightly to the right to spot a crystal (circled in our shot) at the end of a wooden ramp. Power the crystal with a Light Arrow to activate a light bridge from the wooden ramp to the rock island. Then go around the rocks and smash through the wooden debris to cross that bridge and loot the coffin.



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JÖTNAR SHRINES AND TROPHIES

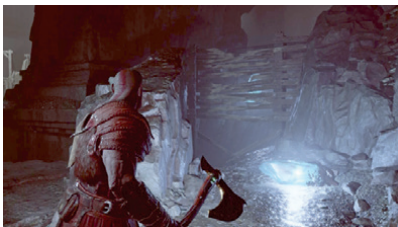
FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

UNLOCK THE NORNIR CHEST AND LORE MARKER

Return to the path split and head up the left fork. Spot the crystal **(13)** glowing from behind a rickety wooden barrier across a gap. Toss the axe to break the barrier; and then shoot the crystal with a Light Arrow to activate another light bridge. Before you cross the bridge, however, move around the big rock to its right and grab the loose crystal on the ground **(14)**.



Carry the crystal across the light bridge into a chamber with a Nornir Chest. However, this chest doesn't have its three runic seals illuminated on it! Set down the loose crystal and fire a Light Arrow at the crystal in the torch holder above the chest. Now look closely—the three runes of the Nornir Chest's magic seal are scrawled faintly on the wall above it. The runes roughly resemble the letters B, small n, and R.



To unlock this Nornir Chest, you must find three spinners and set the runes displayed on them to match the three scrawled on the wall. Here's how to find the three spinners and set their runic seals correctly:

✚ One spinner is next to the marked wall **(11)**, back where you boosted Atreus up. Make sure the spinner displays the n-shaped rune. (It is initially set in the correct display.)



✚ Another spinner is on the rocks to the right of the light bridge leading to the Nornir Chest, just above where you found the loose crystal **(14)**. Toss Leviathan at the spinner panels until the R-shaped rune is displayed.



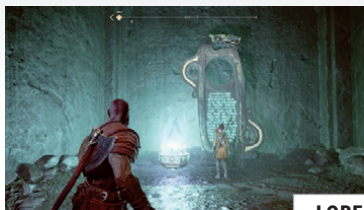
✚ Climb the light bridge to the Nornir Chest chamber, turn left, and take a few steps through the side exit onto the bridge **(15)**. Look up to the left of the bridge to spot the spinner in a cleft between rock pillars. Toss Leviathan at the spinner panels until the spinner displays the B-shaped rune. Now you can open the Nornir Chest to get another Horn of Blood Mead.



Pick up the loose crystal you left in the Nornir Chest chamber and carry it through the chamber's side exit. Continue across the long bridge to its far end **(16)**. Place the crystal in the crystal stand next to a dormant Lore Marker. Shoot a Light Arrow at the crystal to power it up and activate the marker. Direct Atreus to read the marker. Watch out for Draugr as you head back across the bridge.

THE GREAT MOUNTAIN

This Lore Marker is at the end of the long bridge, reached via the side exit of the Nornir Chest chamber. Use the loose crystal (first found on the ground next to the light bridge leading up to the Nornir Chest chamber) to power up this marker.



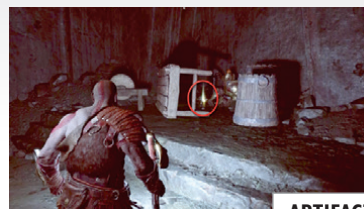
LORE

GET TO THE STAG STATUE

Return to the Nornir Chest chamber; descend the light bridge, and veer leftward between the pillars. Light the crystal in the torch holder to see the decaying wood section of the wall **(17)**. Smash through it into a storage chamber; where you can find a Cup, part of the Artifact set called "Bottoms Up."

CUP

Find this Artifact in the back of a storage chamber behind a destructible wall section in the cavern. The cup sits hidden behind an overturned table in the back of the chamber. Smash the table to reach it.



ARTIFACT

Exit the storage chamber; turn right, and follow the passage to a low tunnel entrance **(18)** lit by a burning torch. Crouch through the tunnel until you emerge on the platform behind the great stag statue **(3)**.

Direct Atreus to read the rune message on the back of the stag statue's base. Then go around to the front of the statue and punch open the chest there.

DURAPRÓR THE STAG

Find this Lore Marker on the back of the big stag statue in the lower Mountain interior. You learn that the statue depicts Duraprór, one of the four great stags of the World Tree.



LORE

Climb the stairs behind the stag statue and smash through the dilapidated wall section to discover a chamber with a Scroll on the floor and an alternating Runestone **(19)**. Wait until the Runestone's color cycles to the type of rune you most need, then grab it.

THE SERPENT

Find this scroll on the floor of a chamber directly behind the Duraþrór stag statue in the lower Mountain interior. Written by "The Raven Keeper," it speaks of the Aesir's desire to stifle realm travel.



LORE

CLIMB TO THE MOUNTAIN'S CENTER LEVEL

Exit via the tall doors **(20)** and get ready to dodge a burning lava fissure that rips across the cave floor toward you! This comes courtesy of a new Draugr type enhanced with the Power Weapon upgrade. The shockwave inflicts heavy damage if it hits, but the Draugr itself is not tough to take down with standard attacks...if you can reach him!



Draugr Power Weapon

Identify this Draugr variant by the burning glow of its weapon-wielding arm. This glow marks the Draugr Power Weapon enhancement, which lets a sword-wielding Draugr set its weapon ablaze, then slam it to the ground, unleashing an unblockable lava shockwave fissure. If you nail the foe with an axe throw during its windup, you can interrupt the move. But once the shockwave is on the way, all you can do is dodge to the side.

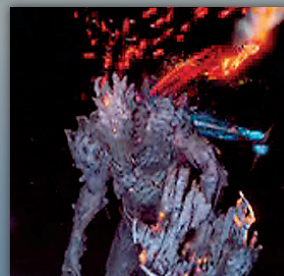


If you take the next left turn, you encounter a red sap barrier blocking the tunnel; this is the same one you saw earlier from the other side **(4)**. (You still can't cut through it.) A Lore Marker **(21)** sits to the right of the barrier, but you need to install a crystal in the stand to activate it, and there's no crystal available until you can destroy the sap later.

For now, turn around and follow the tunnel (lighting crystals as you go) until it opens into a tall cavern with platforms visible way up high, lit by a lantern. Watch out for more Power Weapon Draugr supported by another new Draugr type, one wielding a shield. Throw your axe at his legs for a knockdown, letting you rush in for melee hits that bypass the shield.

Draugr Shield

The Shield Draugr is a defensive specialist. He swings the same mean sword as the Draugr regular but adding a tough shield that can parry any melee attack and even most ranged attacks, including Atreus' arrows and even some projectile-based Skills. Use the Block Break Skill to stagger these Draugr backwards, giving Kratos the chance to counterattack. At range, toss Leviathan at their legs to bypass their shield and knock them to the ground.



Look up at the scaffolding on the right-hand wall to spot a hanging bucket **(22)** you can knock down for Hacksilver. Near where the Hacksilver falls, find another low, yellow-marked tunnel opening (see our shot) in the cave wall. Crouch through it into a small chamber, where you find a coffin to loot.

Exit the coffin chamber and climb up the marked wooden platform to find a crack in the cliff ahead **(23)**, also marked. Start climbing. Partway up you find more runes etched in the cliff face. Direct Atreus to read them. He says it's a name that means "terror": "Hræzlyr." That doesn't sound good. Slide rightward across the cliff and jump down onto the lantern-lit platform.



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MOUNTAIN TERROR

This Lore Marker is etched on the tall cliff face and found as you climb from the Mountain's lower caverns to the next level.



LORE

REACH THE HEART OF THE MOUNTAIN

Atreus rushes ahead and finds a strange, unlit lantern on the ground. If you want, turn right first and kick the chain down the scaffolding, which gives you a way to get back down to the lower level. Then follow Atreus up the path until you see another chain anchor hidden behind some debris (24). Smash the debris and climb down the chain to find a chest.

HEART OF THE MOUNTAIN

24. CHAIN DOWN (HIDDEN)

25. GATE SWITCH

26. LIFTING CLAW'S CRANK-WHEEL

27. PASSAGE (DRAUGR SQUAD!)

28. ENTER SECRET ALCOVE HERE (COFFIN)

29. ELEVATOR (UNAVAILABLE)

30. BREAKABLE WALL (TO CHEST)

31. BROK'S SHOP

CHEST

COFFIN

HIDDEN CHAMBER

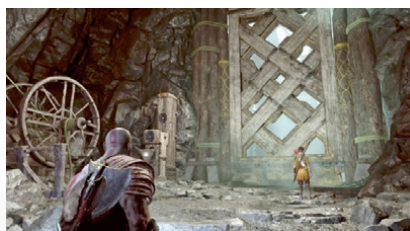
LORE

RAVEN

SHOP



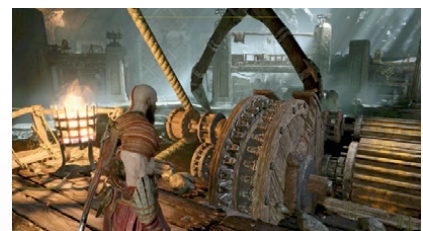
Climb back up and follow the path to the gate switch mechanism (25) on the left. Turn the switch to open the gate into a vast mining cavern filled with massive machinery. Walk through the gate to enter the "Heart of the Mountain" and pick up a new objective.



OBJECTIVE: Ascend the Cave Shaft

The mine features a towering shaft that rises up the center of the Mountain. Kratos suggests that a huge lifting claw hanging in the shaft may reach the Summit. Atreus

points out that a track runs on the cave floor from a heavy gate to the spot under the claw. This will be important later. For now, climb the ramp to the right that leads up onto a torchlit platform with a crank-wheel (26).



Approach the wheel and press Circle to trigger a quick scene: Atreus jumps in to turn the crank but loses control. As a result, the lifting claw's massive counterweight crashes down across the cavern. A huge boulder falls from above as well, pinning the counterweight's chain on a high platform.

OBJECTIVE: Free the Chain

DEFEAT THE ENHANCED DRAUGR SQUAD

Try to turn the wheel. It's stuck, but as you pull, a sizable Draugr squad suddenly bursts through the wall beneath the platform directly ahead **(27)**. The squad includes some Projectile Draugr that deploy onto elevated positions atop platforms to toss fireballs, as well as Speed Draugr that zip around the cave floor on their glowing legs. The squad also includes a new kind of Draugr with a deadly new power-up: glowing torsos that detonate, inflicting damage and Burning status to targets within the blast radius.

Draugr Explosive



This Draugr variant is a walking bomb with a glowing torso that it powers up and then detonates in an unblockable explosion. This blast causes no damage to the Draugr itself, but if you get caught in the blast radius, you suffer regular damage plus additional burn damage inflicted over a period of time. Watch for the Draugr's power-up sequence: it raises its sword, then slams it on the ground as its torso glows brightly.

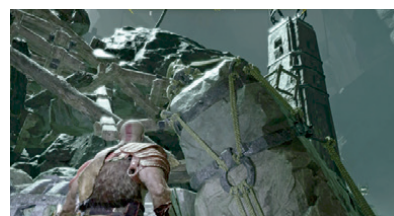
After this power-up move, the Draugr is temporarily invulnerable to melee strikes; it also explodes when struck, inflicting damage to anyone close. Your only option against a powered-up Explosive Draugr is to nail it from range with axe throws or Atreus' arrows. Long-range hits detonate the Draugr's torso—the detonation not only deactivates the power-up for a few moments, but also inflicts damage to any other foes caught in the blast radius! Use this to your advantage (but be aware that you can't detonate the Draugr with Atreus' arrows on Give Me A Challenge or Give Me God of War difficulties.

One other note: The Explosive Draugr can also leap great distances, then explode on landing. It telegraphs its jump by flashing red, however, giving you time to interrupt the leap with an axe toss or arrows.

The Explosive Draugr can also leap far and explode on landing. Note that it flashes red just before it jumps. When you spot this telltale sign, nail the foe with an axe toss to interrupt; if it's too late and the Draugr leaps, roll immediately to get out of the blast radius of its landing zone.



Keep moving to avoid projectiles, speed rushes, and explosive leaps from these three types of Draugr: Nail the Explosive Draugr from afar whenever possible, then rush in to land blows during the brief follow-up period when its explosive ability is deactivated. Keep Atreus firing his arrows! They can stun the Draugr so Kratos can use stun grabs for quick kills. After the fight, Kratos looks at the rope trapped under the fallen boulder.



EXPLORE THE MAIN CAVERN

Before you follow Atreus' suggestion and check out the newly opened passage **(27)**, explore the cavern area for pickups. A door to another Hidden Chamber is on the far wall, but you can't unlock it yet. Not far away, at the bottom of the ramp from the wheel-crank, find a narrow, cobweb-covered cleft in the rock-face **(28)** that leads back to a coffin.

A platform over in the corner features an elevator **(29)** overgrown with glowing, unbreakable Brambles that render it unusable. Look above the elevator to see a hanging bucket of Hacksilver that you can knock down and collect. Then find the nearby breakable planks and smash through them to discover a nice stash of Hacksilver:



Hop off the elevator platform and direct Atreus to read the runes written on the side of the broken mining cart. Go find the chest tucked behind another breakable wall **(30)** to the left of the newly opened passage. Then go enter the yellow-lit passage **(27)** and follow it to another one of Brok's Shops **(31)**.

GIANTS AND DWARVES

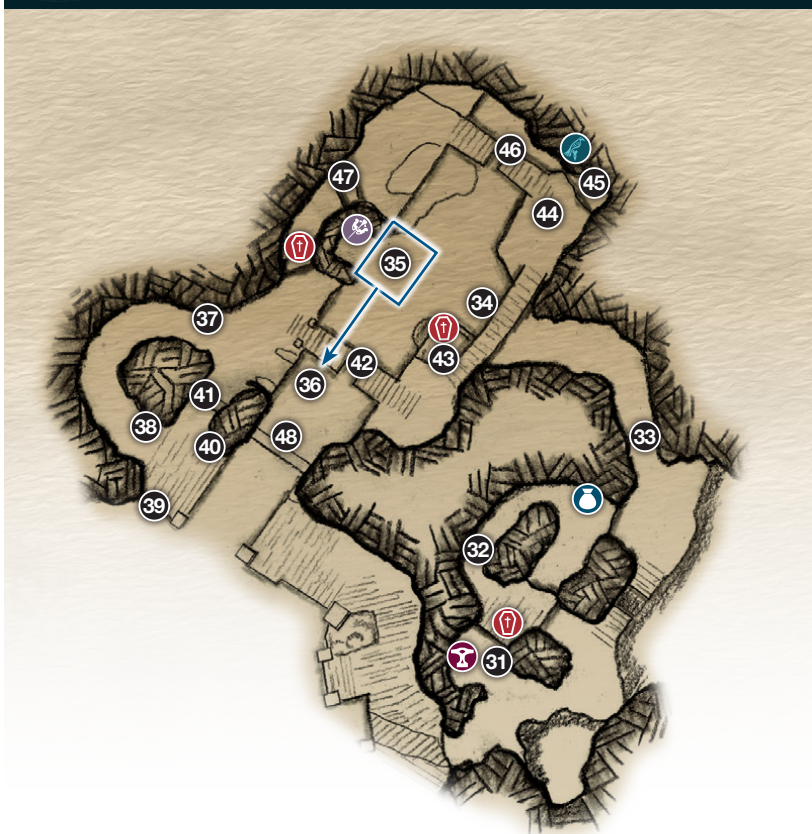
This Rune Read is scrawled on the side of the broken-down mining cart in the middle of the main mine cavern inside the Mountain.



LORE

HEART OF THE MOUNTAIN

- | | | |
|-------------------------------------------|----------------------------|------------------------------|
| 31. BROK'S SHOP | 38. LIFT ROCK | 46. DRAWBRIDGE |
| 32. LOW TUNNEL
(TO CHEST AND COFFIN) | 39. CLIMBING CHAIN | 47. CLIMB LEDGES (TO COFFIN) |
| 33. SPIKED TRAPS | 40. GATE PULLEY-CHAIN | 48. HEAVY GATE |
| 34. DOOR TO CART TRACK | 41. SMALL GATE | ARTIFACT |
| 35. MINING CART START
(DOOR BEHIND IT) | 42. DRAWBRIDGE | CHEST |
| 36. PUSH CART HERE | 43. FLOOR HOLE (TO COFFIN) | COFFIN |
| 37. BREAKABLE SLATS | 44. DRAUGR FIGHT! | RAVEN |
| | 45. LIZARD | SHOP |



After you loot the coffin, go back past the looted chest and hop down onto the torchlit rock path. Turn left to see a passageway **(33)** blocked by dozens of spears. Atreus automatically enters a tiny tunnel nearby to bypass the spear trap, but Kratos can't fit. Look above the tunnel to see a spinner. Turning that spinner retracts the spears blocking the passage.



Toss Leviathan at the scarred wooden panel on the spinner's left side. Keep recalling and tossing the axe at that panel until the spinner won't turn anymore. Immediately hustle into the passageway, but be careful—the first half of the spears have retracted into the side walls, but the second half, farther down the passageway, retract much more slowly. Don't run into them or you'll take damage! Wait at the halfway point in the passageway until the way is clear, and then hurry past the last retracted spears.

Once you get past the spear-trap passageway, Kratos reunites with Atreus at a spiked door **(34)**. Recall Leviathan, then toss the axe twice at the bare wood on the door's upper right corner to force the door open. Step through the now-open doorway into another area of the mine: a mining cart track.



GET PAST THE TRAPS

Upgrade your equipment at Brok's Shop; at this point, you may have the resources you need to upgrade Atreus' Talon Bow. Then approach the marked wooden platform nearby to see a coffin sparkling behind the slats under the platform. To reach



this coffin, climb up the platform and smash debris on the left wall to reveal a low tunnel **(32)**. Duck into the tunnel and follow the passage to a chest on the left wall. Punch open the chest, then turn completely around to spot a crystal holder on the opposite wall; light it with a Light Arrow to see a passage leading back to the coffin hidden under the platform.

OPEN THE GATE FOR THE MINING CART

Your overall goal in this area is to open the heavy gate at the end **(48)** so that you can push the big mining cart **(35)** down the track and underneath the lifting claw back in the open shaft area of the mine. But first, you face a tough pair of Dual-Wield Draugr; both enhanced with the Explosive upgrade. This deadly combination means it's best to engage these foes from a distance. Look out for a Projectile Draugr on a high platform too.

Once the area is clear of hostiles, grab the glowing handle on the big mining cart **(35)** and try to push it. You discover that the cart is still attached to an anchor post. Toss Leviathan at the disc (circled in our shot) on the attached cable to break it.

Then push the cart down the track toward the heavy gate then stop when the cart is next to the yellow-marked wall **(36)**, just past the drawbridge overhead.



Note that pushing the mining cart uncovers a spiked door on the wall back where the cart first sat **(35)**. Return to that spot and throw Leviathan twice at the bare wood in the door's upper right corner to open it and find an Artifact inside an alcove.



CUP

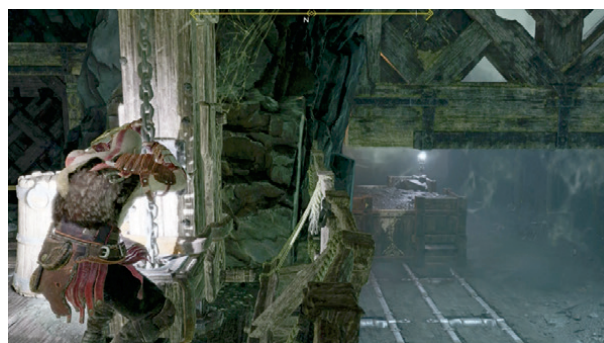
Push the mining cart in the mine to uncover a spiked door on the wall. Toss Leviathan to bang the door open and reveal an alcove. Inside, the Artifact sits on the ground next to a fallen soldier.



ARTIFACT

Return to the mining cart **(36)**, climb on top, and then climb up onto the ledge. Smash through the breakable slats **(37)** illuminated by the fallen torch, and follow the passage to the fallen rock **(38)**. Lift the rock and step out onto a platform that overlooks the mine's open shaft area—you can see the lifting claw's crank-wheel that you used earlier.

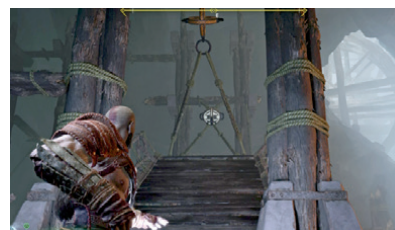
Atrius also finds another lantern and says, "There's something special about it. I can feel it." Kick down the chain **(39)** to create access between the two mine areas, but don't crawl down. Instead, cross the platform and pull the gate's pulley-chain **(40)** to open the heavy gate **(48)**.



EXPLORE THE REST OF THE UPPER AREAS

Pull open the small gate nearby **(41)** and step back onto the ledge above the mining cart.

Proceed to the raised drawbridge **(42)** and toss Leviathan at the two discs on the cables holding up the bridge halves to drop them into place.



Head across the now-lowered drawbridge and fire a Light Arrow at the crystal on the wall to illuminate the area. Then hop down the red-lit hole in the corner **(43)** to find a coffin down below. After you loot the coffin, open the exit gate and step out onto the mining cart track.

Go back to the mining cart **(36)**, climb back up to the ledge, and cross the drawbridge **(42)** again. This time turn left and head across the rickety walk-bridge to encounter another pair of Dual-Wield Draugr **(44)**. Take them out!

BONUS: POP THE PURPLE LIZARD!

Hop down at the yellow-marked spot **(45)** by the head of the next drawbridge. If you explored the minecart track area, you might have seen a purple lizard crawling around. When you try to hit this creature it burrows quickly underground, then pops up again nearby. He's hard to hit, but if you can manage to nail the purple lizard with an axe toss, the creature drops a large amount of Hacksilver plus other goodies!

Toss your axe at the disc above the drawbridge **(46)** to drop it, and then cross that bridge to take out two more Draugr. Climb up a pair of marked ledges **(47)** to find a coffin and an alternating runestone pickup. Hop down to the ledge and return to the mining cart **(36)**.

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THE ART OF GOD OF WAR

GET TO THE CLAW'S PINNED CABLE

Push the mining cart through the now-open heavy gate (48) until it's directly across from the yellow-marked high ledge on the left. Climb atop the cart and jump across to that ledge (49).



SAP BARRIER

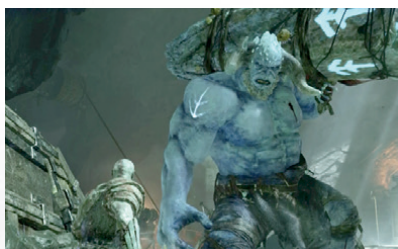
Another red sap barrier blocks entrance to an alcove in the mine area. You still can't get through red sap at this point, but you'll be back later with the tool you need.

Follow the platform to a Legendary Chest, then continue on to the huge boulder (50) that has pinned the big cable attached to the lifting claw's counterweight. Grab the rock and rapidly tap Circle until Kratos lifts and tosses it, freeing the cable.



OBJECTIVE: Find a Way to Ascend

Head back across the upper walkway to the mining cart and push it as far as it will go down the track (51). As you reach that spot, a giant Ice Troll named Járn Fótr suddenly lumbers across the cavern looking for a fight.



HEART OF THE MOUNTAIN

48. HEAVY GATE (OPENED)

UNDER ROCK

53. CRANK-WHEEL

49. LEDGE (JUMP FROM CART)

51. PUSH CART HERE

LEGENDARY CHEST

50. CABLE PINNED

52. TROLL FIGHT!



Defeat Járn Fótr!

Járn Fótr is a Frost Troll with a basic set of moves that resemble those of the two Trolls you fought previously, but adds some cold upgrades. The Troll's frosty melee strikes add slowing status on top of the damage they inflict. If you get too close, the monster raises his massive pillar and slams it vertically into the ground, sending out a damaging shockwave from the point of impact.



The Troll also has a foot stomp that sends multiple freezing fissures shooting across the ground. These inflict damage with a slowing effect added to the mix. Note that his leg glows a bright white-blue just before he stomps, giving you a chance to roll out of the fissure's path.

As with all Trolls, your best bet is to keep your distance and let Leviathan do most of the work. Fling the axe again and again until the monster gets closer, then hustle back out of his melee range. Use the rock piles and mining pallets in the yard for cover when things get intense. If Járn Fótr gets you cornered, he lunges forward, jabbing his pillar at you.

At various points in the fight, Járn Fótr staggers and drops to his hands and knees. Take advantage of this brief vulnerable moment to sprint in close and deliver some heavy axe blows! You can erode his health bar significantly during these episodes. But be sure to roll away fast when he pulls himself back to his feet, because another Trollish foot stomp quickly follows.

Watch out for tough Draugr that join the fight and complicate things. These minions include the Explosive (exploding leap) and Power Weapon (burning fissure) variants, both of which can attack you from range. It's best to deal with them right away, keeping your distance from the Troll. The good news is that the Troll's Frost attacks can freeze the Draugr too, giving you a chance to rush in to shatter them.

Remember to keep Atreus firing arrows at your current target. When Járn Fótr finally falls stunned and the R3 prompt appears above him, sprint to the Troll for a stun grab finale. Then scoop up all the dropped goodies, including a valuable Frozen Flame for Leviathan!



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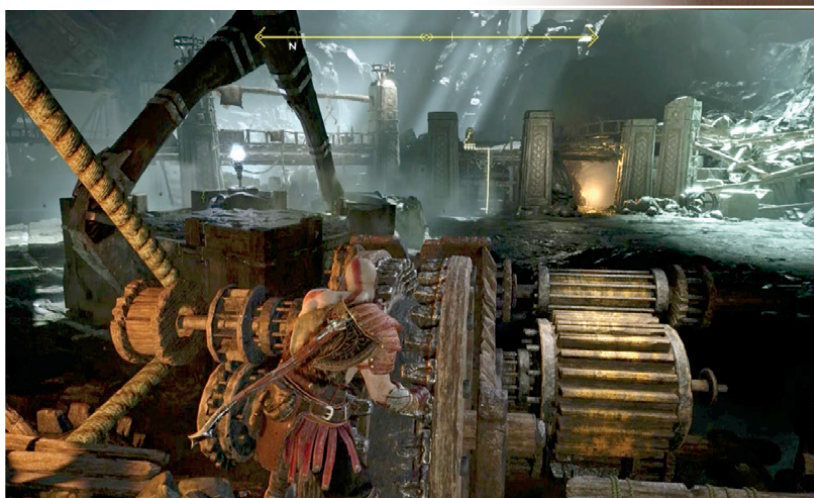
FROZEN FLAME

When Járn Fótr falls, he drops a Frozen Flame. Grab it and go directly down to Brok's Shop to get the Axe Upgrade IV.

DROP THE CLAW ON THE CART AND RIDE UP

After Brok upgrades Leviathan for you, return to the main cavern and head back to the lifting claw's crank-wheel (53). (If you haven't pushed the mining cart all the way to the end of the track yet, go do that first.) Crank the wheel until the claw drops onto the mining cart. Before you let go of the wheel, toss Leviathan at the pulley gears slightly to the right of the crank to freeze the mechanism in place.

Go climb atop the mining cart, then recall Leviathan to unfreeze the gears. The claw pulls the cart straight up the shaft! When the claw stops rising, hop off the cart and watch the scene: Atreus finds another odd lantern, but this one is intact.



HEART OF THE MOUNTAIN

54. CART (TOP OF SHAFT)

55. FLAME-JET NOZZLE

56. FLAME-JET NOZZLES (3)

57. ROTATING FLAME-JET
PODIUM (COFFIN ON TOP)

58-59. PILLAR CUTS
OFF FLAME

60. CRANK-WHEEL

61. LIFT PLATFORM

🔍 CHEST

📦 COFFIN

OBJECTIVE: Reach the Summit

GET PAST THE FLAME-JET TRAPS



Before you head up the curving walkway, explore the area around the top of the shaft (54) to find some Hacksilver and a chest hidden behind breakable debris next to the cart. Follow Atreus to the flame-jet nozzle (55) shooting a stream of fire across the walkway. Time your sprint past, running when the nozzle briefly shuts off. (Atreus gets past by using a tiny side tunnel.) Do the same at the next set of three flame-jet nozzles (56), leaping across the gap right after them.



Up ahead, the next flame-jet trap is a rotating podium (57) with a set of four nozzles shooting fire nonstop, plus a coffin on top. Walk between the moving jets, then peel off to the right and duck behind the pillar (58) to cut off the flames. Here you find a Hacksilver pickup tucked into a raised alcove against the back wall. Use Leviathan to nail the Projectile Draugr that starts tossing fireballs from a small platform to the right of the flame-jet pillar:



Time your move along the right-hand wall, staying between the flame-jets, and veer to the right behind another rock pillar (59) to cut off the flames again.

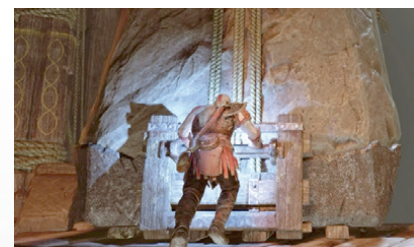
MID-LEVEL



But watch out: another Draugr starts tossing projectiles just to your right, so pick him off. Then move to the crank-wheel (60) and quickly crank it to lower the rotating podium into the floor, cutting off the painful flames. Now you can safely open the coffin atop the podium.

DEFEND THE LIFT FROM ENEMY WAVES

Follow Atreus onto the wooden lift platform (61) and push off one of the huge stone weights to start the ride upward. After a few seconds, the lift stops. Turn around and spot a chest next to a corpse on a small platform. Go smash open the chest then return to the elevator. Push off the second stone weight to send the lift up again. As the lift rises, listen to Kratos and Atreus discuss the situation.



After about 40 seconds, the lift catches on the side of the shaft, and a Draugr trio hops down onto the platform—a big two-handed Heavy Draugr; plus Dual-Wield and Power Weapon Draugr as well. The platform is a small arena, so keep on the move! After you eliminate the first three foes, another Draugr pair drops in. This time the two-handed Heavy Draugr has the Explosive upgrade, making him particularly formidable.



Use Atreus to defuse or detonate the monster's glowing torso before you send Kratos close for inside work. As you clear the platform, a pair of Projectile Draugr start flinging fireballs down at you from the ledge above. Nail them with axe throws or Light Arrows. When the area is finally clear all around, go examine the spot where the lift is stuck on the shaft wall. When Kratos is in place, rapidly tap Circle until he kicks the lift free of the obstruction and you start rising again.



Soon another pair of Draugr drop onto the platform, which is still moving upward. After a few more seconds, the lift stops again. Here, a big hungry Ogre hops aboard. Like other Ogres, this one has a powerful ground slam and a surprisingly long reach with his power punch. Distract him with Atreus' arrows and hit his backside a few times. But be ready to roll away quickly—his spinning counterattack swipe is swift for such a big galoot.

Keep hitting the Ogre with Atreus' arrows to help stun him. When Kratos performs his stun grab, remember that you can either pummel the Ogre to death or steer him into any remaining Draugr on the platform. After the Ogre falls, clean up the remaining foes, including a Projectile Draugr up on the ledge. Then go to the wall and push the lift free of the rocks again.

Just as the lift finally reaches the top of the shaft, a massive lightning-spewing dragon—the dreaded "Mountain Terror" known as Hræzlyr—bursts out from a side cave!



FEND OFF HRÆZLYR

Hræzlyr starts out with his left arm extended onto the platform, claws dug in. Attack the claws, but be ready to dodge-roll away the moment the dragon lunges at you with either his massive jaws or his other arm. After you damage the claws a few times, the beast howls and scurries around the circular shaft wall to the other side of the lift.



As the lift shakes and swivels, Kratos grabs the end opposite the dragon and starts pushing off the wall with his feet. Tap Circle rapidly to kick the heavy lift into Hræzlyr's ugly face. This prompts the dragon to blast a hole in the shaft wall and crawl through to escape. But Hræzlyr's tail hooks the lift strut, and thus the dragon pulls father and son out of the Mountain's shaft into a side cave.



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HRÆZLYR'S ARENA

- | | |
|--------------------------------------|---------------------------------------|
| 61. TOP OF ELEVATOR SHAFT | 66. CRANE PLATFORM |
| 62. YGGDRASIL ROOT (SHATTER CRYSTAL) | 67. TUNNEL ENTRANCE (RED SAP BARRIER) |
| 63. NARROW LEDGE | 68. SCAFFOLDING LADDER |
| 64. RED SAP BARRIER | SHOP |
| 65. TUNNEL EXIT | |



GET PAST THE TREE SAP OBSTACLES

Up ahead, you see a tangled barrier that drips with glowing red sap and crackles with electricity. Step toward the barrier to trigger a quick event: a jagged red chunk of crystal tumbles into the sap and, ignited by the electricity, explodes to clear the passage. Continue up the passage. On the tunnel's right side, Atreus spots a torn root of the Yggdrasil tree (62), with its crystallized sap exposed. Grab a chunk of this stuff, called Shatter Crystal, and proceed up the tunnel to another dripping red sap barrier. Toss the Shatter Crystal at the barrier to ignite another explosion that clears the passage again.



SHATTER CRYSTAL

Look for Yggdrasil tree roots torn open to expose crystallized red sap. Called Shatter Crystal, this substance is a volatile explosive that can be detonated by contact with electricity. Grab a spiky crystalline chunk from the root and toss it at barriers blocking passages.



Continue up the tunnel to the narrow ledge (63) and shimmy sideways to the other side. Grab another Shatter Crystal from the root on the left and toss it at another red sap barrier ahead (64) to destroy it. Keep following the tunnel, climbing ledges and leaping across the gap, until you exit into an open area (65). This triggers a scene: Kratos and Atreus spot Sindri ahead. The Dwarf craftsman is trapped by the huge dragon you just faced!



RESCUE SINDRI

As Atreus heads up the right side of the ravine, direct Kratos up the rocky path on the left side and press Circle to leap onto the dragon's back. Watch the scene as Hraezlyr shakes his rider onto a cliff, then inhales, sucking Kratos right into his open mouth! When control returns, start pressing R1 or R2 to unleash some nasty attacks on the dragon's choppers. You end up in a mountaintop clearing with an angry Hraezlyr looming over the arena!



Defeat Hræzlyr!

The great dragon mixes power with cunning in his basic attacks. One favorite tactic is to inhale so deeply that he sucks Kratos closer. Then Hræzlyr unleashes one of two fearsome physical attacks. One is a massive claw slash—the dragon extends one claw, then swipes it across the ground in a semicircle across the arena. As the claw approaches, make a quick dodge backward to evade it. When finished, the dragon leaves his claw extended in a vulnerable position for several seconds, so rush forward to hit it a few times before he pulls it back.



The other physical attack is a stomp wave. Hræzlyr rises high on his hind legs and then slams both front legs heavily onto the ground. This sends a deadly shockwave rolling across the entire arena. When you see the dragon rise, get your shield up! You can block the concussion and take no damage. After this stomp, as with his claw-slash attack, Hræzlyr leaves his claws on the ground for a few seconds. Again, immediately sprint to the nearest claw and hammer it with axe attacks until he raises it—and then sprint away.



By far, the best way to knock down Hræzlyr's health bar is with Shatter Crystals, but your timing has to be right. Note that Yggdrasil roots with exposed crystallized sap grow in four different spots around the edge of the arena. Periodically, the dragon crackles with electrical energy as he prepares to spew a withering Shock-blast that rips a furrow in a straight line across the arena floor. Try to be near one of the roots at all times as you watch for the dragon to electrify. When the electricity sparkles, quickly pluck a Shatter Crystal and toss it at the beast. The crystal explodes like a bomb! Try to get in a second crystal toss before the dragon's electrical episode subsides.



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After a couple of Shatter Crystals detonate on Hraezlyr, the creature is stunned and falls headfirst to the ground. The moment this happens, rush to attack the vulnerable red spot torn open on his head. Each blow delivered to that red spot inflicts serious damage—you see the spot glow brightly. Keep up the pounding until the dragon finally rises again.

Repeat this pattern as the fight continues. Be ready for the dragon's powerful inhalation, then dodge his claw swipes or block the stomp wave, and follow up each with a counterattack on his claws. Whenever Hraezlyr summons up energy for an electrical attack, nail him with a Shatter Crystal. When the dragon's health bar drops below half, you see a short interlude scene: Hraezlyr tries to take a bite of Atreus and Sindri

up by a tall wooden crane with a lifting claw (66). This gives Kratos an idea as he spots a sharp crystalline spike protruding from a large root of the Yggdrasil tree.

After the scene, continue the battle as before, using the same tactics. Now the dragon stands directly underneath the lifting claw. The next time you stun him with a Shatter Crystal toss, press Square as indicated on-screen to command Atreus, who fires an arrow to sever the crane rope and drop the claw.

In a quick scene, Kratos buries one claw pincer into Hraezlyr, grabs the other pincer, and pulls the dragon's neck into the large crystalline Yggdrasil spike. This finishes the dragon once and for all.



ACQUIRE AND USE SHOCK ARROWS

After the dragon falls dead, a grateful Sindri presents his rescuers with a pair of valuable gifts. First, he hands Atreus a set of green, braided mistletoe arrows: "Straighter than Heimdall and perfectly weighted!" Then he sends Kratos to extract a dragon's tooth. Walk into the dragon's mouth and



follow the on-screen instructions, noting that you automatically acquire large rewards of XP, Hacksilver, and precious resources as well.



Then approach Sindri at his shop table to trigger a scene: the Dwarf directs Kratos to run the tooth along the string of his son's bow. This imbues the bow with the Shock Arrow

ability. Now you can fire arrows into Shatter Crystals to detonate them with electrical energy. This will be particularly useful for destroying the red sap barriers scattered around the realms.

For example: A red sap barrier with a Shatter Crystal in the middle blocks the nearby cave entrance. Aim at the glittering crystal, then shoot one of the new Shock Arrows into it. The explosion clears the entrance.

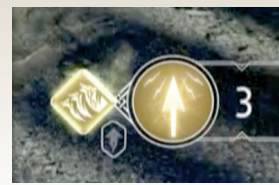
Before you explore further, visit Sindri to upgrade your gear, and spend your new XP motherlode on new and upgraded Skills. Then enter the newly unblocked cave and follow the dark tunnel to the end (68), where you see a crude scaffolding ladder leading up a wall.

SWITCHING ARROWS

Toggle between Light and Shock Arrows instantly by using the up/down arrows on your controller's D-pad. Note that the Arrow icon in the lower right corner displays which type of arrow is currently equipped.



Light Arrows Equipped



Shock Arrows Equipped

MOUNTAIN INTERIOR

68. CLIMB SCAFFOLDING LADDER

ARTIFACT

69. CRANE BUCKET CRANK-WHEEL

CHEST

70. CLIMB BLOCKS
(AFTER THEY DROP)

LEGENDARY CHEST

UPPER LEVEL



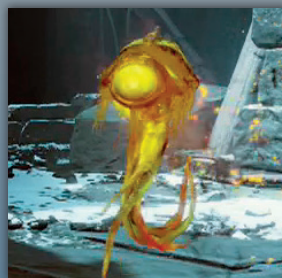
GET PAST THE CRANE TOWER

Before you climb the ladder at the dark tunnel's end (68), turn right to see a Legendary Chest covered in sappy roots down a short corridor. Fire a Shock Arrow at the glowing Shatter Crystal to blast away the roots, and then go loot the chest. Return to the scaffolding ladder and make the long climb up.

At the top, a hostile Hel-Reaver with an unusual companion awaits your arrival in front of a towering crane structure that overlooks a mining track below to the right. A variant of flier called the Nightmare Parasite suddenly glows bright yellow and dives into the Hel-Reaver to "possess" him! The possessed fighter still looks and fights like a Hel-Reaver; but with constantly regenerating health, greater strength, and an eerie sparkling glow. Stun the Hel-Reaver to knock the Parasite out of him, and then kill the little flier before it can dive-bomb you.



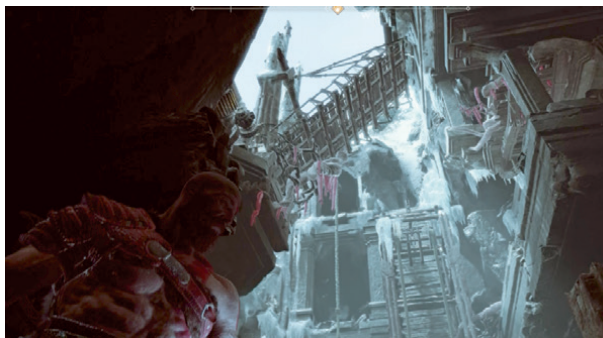
Nightmare Parasite



This insidious Nightmare variant can dive into other enemy units and "possess" them, imbuing the possessed unit with constantly regenerating health and extra strength. Try to hit them with Atreus' arrows before they can execute this possession move. You must

stun or kill a possessed enemy to knock the Parasite out of it, and then kill the Nightmare separately. The little floating eyeball can also dive-bomb Kratos, lowering its "head" and ramming with a painful physical strike.

After you defeat these foes, head back toward the wall you climbed up (68) and hop across the gap at the rightmost yellow marker to find a regular chest on the far platform. Then hop back and approach the crane structure. If you look directly upward, you see a raised bridge entwined in sap-covered roots far above you. This is your ultimate destination.



Move around the side of the crane bucket encrusted in red sap to find a spot where you can target the Shatter Crystal (circled in our shot) that sits inside the bucket. Shoot a Shock Arrow to detonate the crystal and free the bucket for lifting. Note that the Shatter Crystal in the bucket isn't destroyed by the explosion—the crystal renews itself! Look for an Artifact in an alcove behind the bucket as well.



CUP

After you blast free the crane bucket full of regenerating Shatter Crystals, enter the hidden alcove behind it to find this cup.



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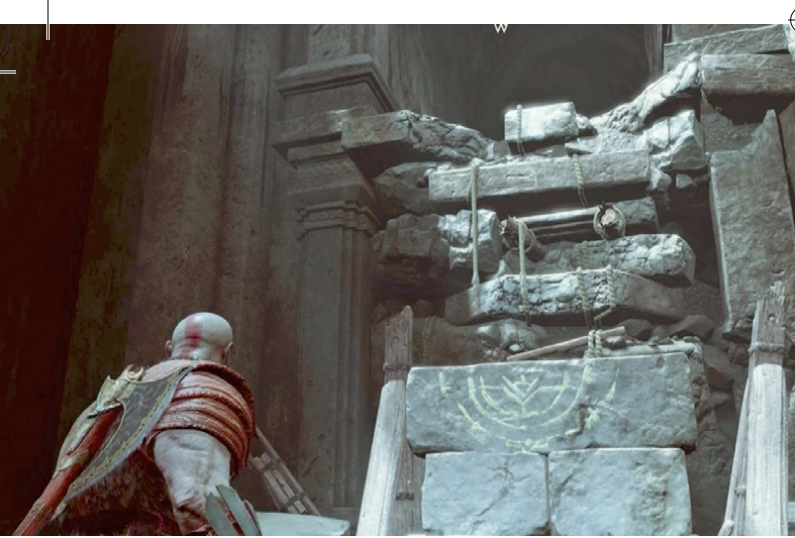
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Go to the crank-wheel **(69)** and raise the crystal-filled bucket to the top so it hangs next to a lift pallet that's loaded with stone blocks and covered in red sap. While still holding the wheel to keep the bucket raised, aim and fire a Shock Arrow at the bucket's Shatter Crystal to detonate the sap and shatter the pallet. This drops the stone blocks to the floor. It also releases a swarm of Nightmare Parasites who start ramming Kratos! Atreus can eliminate them quickly with his arrows. Climb these fallen blocks and the wall section above them **(70)** to reach the staircase of an upper corridor.

MOUNTAIN INTERIOR

70. CLIMB BLOCKS

71. CLIMB LEDGE
(HEL-SHADOW ARCHER)

72. NORNIR CHEST

73. SHATTER CRYSTAL ROOT

74. RED SAP BARRIER
(TO JÖTNAR SHRINE)

75. DRAWBRIDGE (LOWERED)

76. RED SAP BARRIER
(TO LORE MARKER)

77. BRIDGE CRANK-WHEEL

78. DRAWBRIDGE (RAISED)

79. COFFIN
(HEL-REAPER INSIDE!)

80. CLIMB WALL

81. PATH TO SUMMIT

 COFFIN

 LORE

 NORNIR CHEST

UPPER LEVEL (BRIDGE LOWERED)



UPPER LEVEL (BRIDGE RAISED)

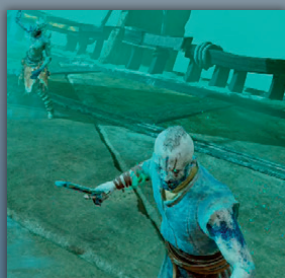


FIND THE JÖTNAR SHRINE AND NORNIR CHEST

Switch Atreus to Light Arrows and climb the first two flights of stairs in the curving corridor; stopping when you spot the crystal up ahead. Shoot a Light Arrow to power the crystal and illuminate the corridor. Toggle back to Shock Arrows, then step forward to trigger a Hel-Walker ambush. One sword-wielding Hel-Reaver bursts through the wall on your right, and another Hel-Reaver advances down the corridor.

The enemy swordsmen get ranged support from a new type of Hel-Walker, the Hel-Shadow Archer, who flings icy spears from atop the ledge (71) near the crystal. His spears inflict slowing status if they hit, so roll aside fast. Use Atreus to interrupt the Archer's throws as you rush to climb the ledge for a melee attack. Then drop back down and finish off the Hel-Reavers. Be sure to scoop up the green Runestone in the nook from which the attacker burst through the wall.

Hel-Shadow Archer



This ranged Hel-Walker uses ice magic to conjure a sharp spear that he tosses with uncanny accuracy. The Hel-Shadow Archer is not a durable fighter, falling fast if you can get in close for melee hits. Be ready to dodge sideways if he winds up to throw!

Climb the ledge again (71) and examine the doorway blocked by red sap (74). You can't open it yet, but note the Jötunar Shrine cabinet inside. Continue up the corridor to the next doorway to see two Hel-Shadow Archers on their knees, seemingly worshipping a Normir Chest. Behind them stands a brutish guard: the Hel-Walker version of a powerful Viken warrior.

DEFEAT THE HEL-VIKEN!

The Hel-Viken isn't quite a "miniboss," but he's certainly an extra-tough adversary. Your attack options are limited from long range—axe tosses can't trip him, and he can raise his heavy mace to block your throws. Although your raised shield can mitigate his sideways mace swipe, the hit can break your block, and his follow-up strike—a thunderous, two-handed, overhead mace slam—inflicts massive damage if it lands.

Thus, your best bet is to distract the Hel-Viken with Atreus' arrows, then hammer him with close-range hits and punches, preferably from behind, until you can stun him. He has enough health that a stun grab may not kill him, but Kratos' head-butt and toss move degrades his health



significantly. The fight is complicated by harassment from the two Archer supplicants, so KO them early.

Hel-Viken

This dreaded Hel-Walker heavy soldier cannot be tripped or launched and can block your ranged attacks, forcing Kratos to fight him up close and personal. He moves deliberately but attacks slightly faster than a Heavy Draugr and has two separate area-of-effect Frost attacks.



Note that the Hel-Viken winds up slowly for his big overhead mace slam, so take advantage by evading just outside of its range. As your in-game journal points out, if the Hel-Viken misses this overhead attack, his mace gets stuck in the ground, leaving him briefly defenseless against your counterattack.

OPEN THE JÖTNAR SHRINE

After you finish off the Hel-Walkers, Atreus points out the raised drawbridge that connects to the opposite platform—the same sap-entangled bridge you saw from the crane platform below. Note the Normir Chest nearby, then grab a chunk of Shatter Crystal from the root by the rock wall (73).



Head back through the door and toss the crystal at the red sap barrier (74) you passed earlier; and then detonate it with a Shock Arrow. Enter the chamber and open the Ymir Jötunar Shrine. Before you leave this chamber, check out our Normir Chest directions a little farther on—there's a runic seal stone in here too.

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JÖTNAR SHRINES AND TROPHIES

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GOD OF WAR TEAM

THE ART OF GOD OF WAR

YMIR

Find this Jöttnar Shrine in a side chamber behind a red sap barrier as you climb the stairs that lead from the crane tower platform to the first drawbridge level. The Shatter Crystal you need is near the bridgehead.

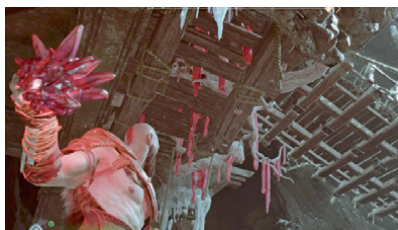


LORE

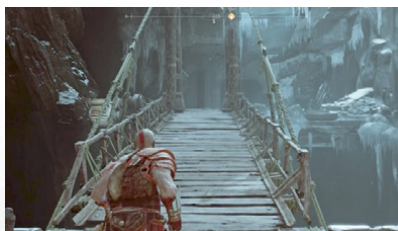
LOWER THE BRIDGE TO YOUR LEVEL

Return to the bridge cavern and grab another chunk of Shatter Crystal from the root (73). Throw it across the gap at the red sap on the drawbridge and fire a Shock Arrow to shatter the sappy roots and drop the bridge.

The drawbridge doesn't fall all the way to your level, though; it sticks on the platform above you. Grab another Shatter Crystal and throw it at the red sap drippings on that platform above your head. Shoot the crystal with a Shock Arrow to blast the drawbridge free; the bridge drops down to your level.



Before you get to work unlocking the Nornir Chest, cross the drawbridge and take out a pair of Hel-Shadow Archers, supported by a sword-wielding Hel-Reaver; neutralizing them with Atreus' arrows, then rushing Kratos close to beat them silly. Watch for another Nightmare Parasite trying to possess and strengthen the Hel-Walker troops.



After you clear the area, find another red sap barrier (76) with a Lore Marker behind it. Go back across the drawbridge to the Yggdrasil root and grab a Shatter Crystal. Then return to toss it at the barrier; shoot it with a Shock Arrow, and send Atreus to read the Lore.

THE LONG, CRUEL WAR

Find this Lore Marker on the far side of the drawbridge behind a red sap barrier. It bears witness to the great war between the Aesir and Vanir, as noted by the peace-loving Giants. It also mentions Magni and Modi, the sons of Thor.



LORE

RAISE THE BRIDGE TO THE UPPER LEVEL

Turn the bridge crank-wheel (77) to raise the opposite side of the bridge to the upper level. Before you let go of the wheel, toss Leviathan into its pulley gears to freeze them; this keeps the bridge locked in the raised position when you do let go.



Climb the now-raised bridge (78) and, at the top, note the runic seal stone on your right. Then get ready for a surprise. When you open the coffin (79), a nasty Hel-Reaver pops out. Kratos dislikes surprises; kill the creature and pick up the trove of good stuff he drops.



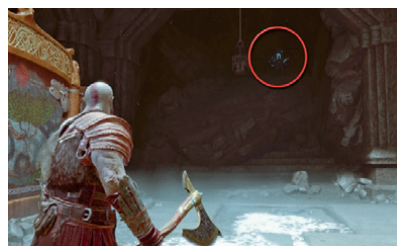
UNLOCK THE NORNIR CHEST

The Nornir Chest on the bridge platform is unsealed by breaking three runic seal stones with axe tosses. Here's where to find these stones:

✚ One stone sits on a ledge on the upper level of the drawbridge cavern. To reach it, use the crank-wheel to raise the drawbridge up to that level, then freeze the gears with Leviathan. (You just did this in the previous section.) Once that's done, climb the bridge; the runic seal is easy to find and break; you can just punch it, if you want.



✚ Another stone is back in the same chamber (74) where you found the Ymir Jöttnar Shrine. You have to recall Leviathan to lower the bridge again, then drop down and return to the chamber. Facing the Jöttnar Shrine, swivel to the right to spot the runic seal glowing up high in the darkness of the cave.



✚ The third stone sits next to a pillar on the crane tower off the side of the drawbridge. After you lower the drawbridge, walk halfway across the bridge (75) and swivel to the right. Spot the runic seal stone by the pillar and smash it with an axe toss.



Now return to the Nornir Chest to collect a nice reward: an Iðunn Apple to help raise your maximum Health again. Cross the drawbridge again and follow the dark exit passage to the crude ladder on the marked wall (80). Climb to the top and push open the big exit doors to step out onto the Mountain's snowy Summit approach (81).



CLIMB TO THE SUMMIT

After you emerge, a short cut scene plays: Kratos notices that Atreus' quiver strap is broken. When control returns, approach Atreus to trigger a seemingly small moment: Kratos uses one of the new braided mistletoe arrows to repair the strap. (This repair will prove critically important later.)



Push forward through the thick snow. About halfway up the ridgeline (82), a sizable squad of Hel-Walkers rises up to halt your progress. Pepper them with Atreus' Shock Arrows as Kratos decimates them one by one. Most are standard Hel-Reavers, and they go down easy enough. But a new unit called a Hel-Reaver Guard supports the others by wielding a sturdy ice shields that blocks your melee strikes.

Break through the Guard's block by brandishing your own shield, then using your Block Break Skill (double-tap L1) to strike his shield with it. When you administer a shield-to-shield blow this way, the Guard staggers backward and lowers his shield. Take advantage of this lapse to pounce with a string of melee attacks!



THE SUMMIT

81. PATH TO SUMMIT

82. HEL-WALKER SQUAD!

83. BRAMBLE-COVERED COFFIN (INACCESSIBLE)

84. CLIMB WALL

85. SUMMIT ARRIVAL

ARTIFACT



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JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

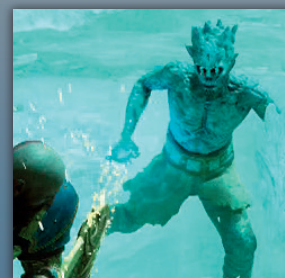
THE ART OF GOD OF WAR

Hel-Reaver Guard

These Hel-Walkers carry shields to boost their defenses and augment their attacks.

A shielded Guard attacks faster than a standard Hel-Reaver and can break Kratos' guard with a shield check at higher levels.

If his Frost wave connects, he follows up with a dangerous shield-bash attack that can daze Kratos momentarily. Two good tactics: use the Block Break skill to bash the Guard with your own shield and stagger him, or target his legs from a distance with an axe throw.



After you wipe out the Hel-Walkers, push up the ridgeline to the Summit structure ahead. Look for an Artifact around the corner to the left, in a snowy alcove. The path ends at a coffin **(83)** covered by Brambles you can't cut open yet. (You'll return with the right tool later.)

Backtrack to another Bramble bush at the base of the Summit structure, and turn right to spot a yellow-marked crack in the wall **(84)**. As you climb it, you hear voices. Near the top you see three men facing someone blocked by the tree trunk. One speaker is the Stranger you faced outside Kratos' house near the beginning of the game. You learn that his name is Baldur...and that his father is Odin himself!

Keep working your way rightward along the wall. When you reach the pillar to the right of the big



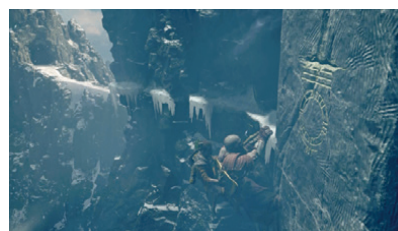
tree, you must angle downward a bit, then climb straight down—keep following the line of hanging icicles. At the corner, head right until you reach another marked wall. Here you can finally climb up onto the Summit plateau.

CUP

Find this Artifact in a small alcove at the base of the Summit structure. The cup sits in the snow next to a fallen soldier.

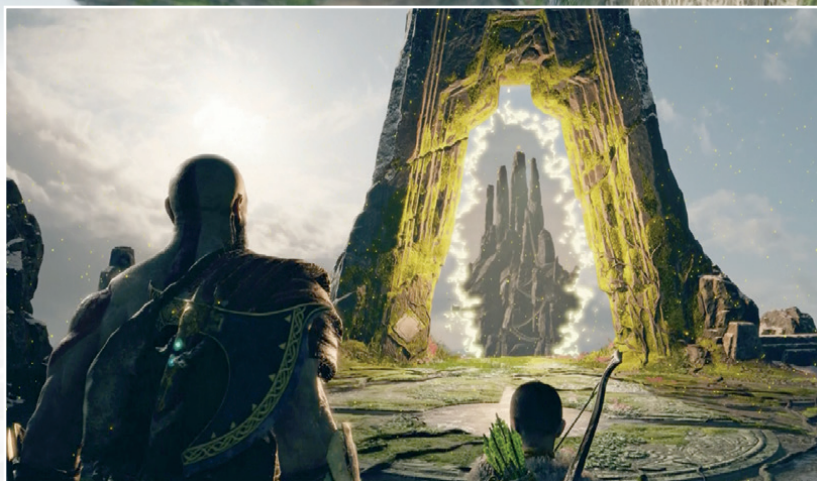


ARTIFACT



WATCH THE CHAPTER-ENDING MOVIE

Reaching the Summit triggers a long cinematic sequence that ends the chapter. Kratos and Atreus meet a fellow known as Mimir, who introduces himself as "the smartest man alive." He is indeed legendary for his extensive knowledge and wisdom, but an ancient disagreement with Odin has led to his imprisonment, which is going on 109 years now.



Mimir delivers the surprising news that this Midgard Mountain is not the highest peak in the realms! That peak would be found in Jötunheim, realm of the Giants. Mimir displays a glimpse of the peak and claims he's the only one who can get them there. But nothing can break the bonds of the tree that holds his body, so they need to...well, cut off his head. After that, the next task is to haul Mimir's head to the Witch of the Woods, who can reanimate it using "the old magic."



- THE BASICS
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- THE JOURNEY
- FAVORS
- ARTIFACTS
- LABORS
- LAKE OF NINE EXPLORATION
- JÖTNAR SHRINES AND TROPHIES
- FAN ART
- GOD OF WAR TEAM
- THE ART OF GOD OF WAR

A NEW DESTINATION

MOUNTAIN'S SUMMIT: DESCENT

- 1. SUMMIT EXIT STAIRS
- 2. OVERLOOK
- 3. MYSTIC GATEWAY

- 4. TÝR'S TEMPLE
- 5. BOAT DOCK
- 6. WATERWAY TO WITCH'S CAVE

- CHEST
- CIPHER CHEST

- MYSTIC GATEWAY
- SHOP

JOURNEY OBJECTIVES

- Take Mimir's head to the Witch
- Talk to the Witch in her house
- Go to the Serpent's horn
- Return to the Witch's Cave
- Return to the Boat
- Speak to the World Serpent

NEW ENEMIES

- None

TEMPLE TO CAVE WATERWAY



In a strange twist, Kratos sets off to revisit the Witch of the Woods with a severed head hanging on his belt. The mountainous descent is swift thanks to a new gateway, but the travelers carry the additional burden of knowing that Asgardian gods are now hunting them.

OBJECTIVE: Take Mimir's Head to the Witch

TAKE THE GATEWAY TO BROK

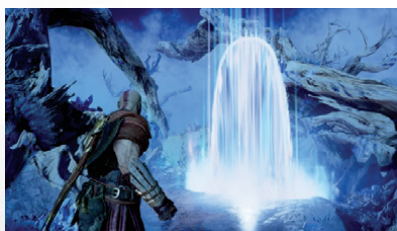
Descend the stairs **(1)** leading down from the Summit and open the Legendary Chest to find another Muspelheim Language Cipher piece. Descend farther through the tunnel to an overlook **(2)** where you can see your next destination far below.



Find a chest at the end of the short path behind you, and then continue along the main path to the pile of rocks glowing with blue light **(3)**. Simply approach the gateway and press Circle to activate it. When the map screen appears, move the cursor over the Mystic Gateway at Brok's Shop in Týr's Temple. Then press X to confirm your travel.



First, you transport to an ethereal path between the realms, a branch of the World Tree. As you wait for the next gate to appear, listen to Atreus and Kratos converse. Soon the bluish gate appears ahead. Use it to travel to the gateway in the temple on the lake.



UPGRADE EQUIPMENT AND SKILLS

Kratos automatically approaches Brok to trigger a scene: the churlish Dwarf is on break, but he agrees to buff up Leviathan just a bit more. Afterward, use Brok for equipment upgrades and take some time to spend your stockpile of XP on new and upgraded Skills. When finished, exit onto the bridge to get a new objective.



OBJECTIVE: Return to the Witch's Cave

Outside, veer rightward and descend the stairs to the dock **(2)**. Hop into the boat and follow Atreus' directions: row between the legs of the huge Thor statue to enter the waterway **(3)** that leads back to the Witch's Cave.

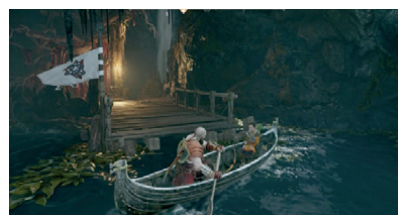


OBJECTIVE: Talk to the Witch in Her House

Paddle up the waterway to discover that when the World Serpent rose from the lake, the water level dropped so far that you arrive at a different dock! Debark and approach the sap-covered elevator. (There's also a Mystic Gateway here that you can use to travel back to Brok in Týr's Temple if you want.)

Fortunately, the sappy roots have a chunk of Shatter Crystal embedded in them. Target the crystal with one of Atreus' Shock

Arrows to blast away the obstruction. Then step aboard and pull the switch to ride the lift to the top.



Unfortunately, you soon discover another change: the great tortoise has lifted the Witch's house. Its doorway is no longer level with the top of the wooden walkway, so you'll have to find another way in. But before you do, you can explore the cave a bit more now that the water level has changed.

WITCH'S CAVE

7. TOP OF WALKWAY
8. RED SAP BARRIER
9. OLD STONE WELL (BOTTOM)
10. LEGENDARY CHEST
11. ROCK LEDGE
12. CRYSTAL (ACTIVATES BRIDGE)
13. PUSH PALLET TO (14)

14. PUSH PALLET HERE FROM (13)
15. CRYSTAL (ACTIVATES BRIDGE)
16. CRYSTAL / SHATTER CRYSTAL
17. RED SAP BARRIER
18. TREASURE MAP
19. HIDDEN CHAMBER OF (LOCKED)
20. GRATED IRON GATE
21. BOOST ATREUS UP WALL
22. PUSH PALLET
23. SAND-BOWL PLATFORM
24. WALKWAY'S END
25. CLIMB LEDGE

- ARTIFACT
- CHEST
- CIPHER CHEST
- COFFIN
- HIDDEN CHAMBER
- LEGENDARY CHEST
- NORNIR CHEST
- TREASURE MAP



Optional: Explore the Witch's Cave

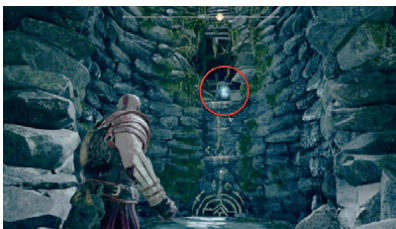
From the top of the walkway (7), spot the Nornir Chest below on the cavern floor. You can reach it now. Along the way, you'll make a few other interesting discoveries as well. Here's how to unlock the chest.

FIND THE FIRST RUNIC SEAL STONE

First, head back down the walkway. Just to the left of the lift platform is a red sap barrier (8) with a Shatter Crystal in the middle. Fire a Shock Arrow at the crystal to destroy the barrier. ...and get ready for a tough fight against a pair of Reavers with shields, soon joined by a Poison Revenant tossing poison bombs and raking up lethal fissures that track you around obstacles.

After you terminate them all, enter the cave you've opened and approach the hole at the bottom of an old stone well (9) in the back. The runic seal stone sits on a ledge a few feet up. Sling your axe at it!

Before you leave this cave, head down the side corridor (10) to find a Cipher Chest in a nook with two strange green light sources above it. (You'll learn what these are later.) The chest contains another Muspelheim Language Cipher piece.

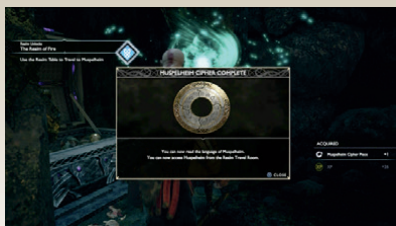


TRAVEL TO MUSPELHEIM ENABLED

If you're following this walkthrough, opening the Legendary Chest near the elevator in the Witch's Cave gives you the fourth and final

Muspelheim Language Cipher piece. Acquiring this last piece also gives you the travel rune to Muspelheim!

For a complete guide to the optional exploration of that fiery realm, check out the Muspelheim section in the Favors chapter.



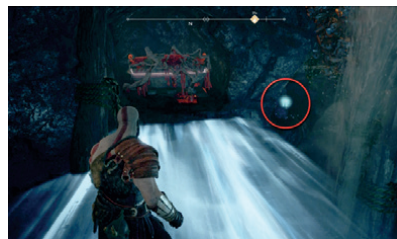
FIND THE SECOND RUNIC SEAL STONE

To find the next runic seal, exit the cave and go to the rock ledge (11) just to the right of the wooden walkway. Spot the crystal (circled) on the rock platform (12) across the gap and shoot it with a Light Arrow to generate a light bridge that extends to a platform below you.



Run around near the pallet to drop down. You see a small alcove sheltering a coffin dripping with red sap. You need to find some Shatter Crystal before you can clear the sap.

For now, spot another runic seal to the right of the coffin. Nail it with your axe. Two seals broken, one to go.



PUSH THE PALLET TO FIND STUFF

Before you track down the third runic seal, do a bit of exploring. From the rock platform, head through the cut in the rocks to find a pallet (13) loaded with timber and stone. Go around its left side, grab the handle, and pull the big pallet sideways toward the gap until Kratos can't go any farther. Release the pallet and go back where it originally sat (13) to find a coffin stashed behind a wooden partition.

Then return to the pallet and push it all the way until it drops into the water (14). Step onto the pallet and jump across the water to the platform underneath the rock arch to pick up an Artifact. Then jump back over to the pallet.



MASK

Find this Artifact sitting on the small platform under the rock arch on the lower level of the Witch's Cave. To reach it, you must push the loaded pallet into the water and then use it as a jump platform.



ARTIFACT

FIND THE THIRD RUNIC SEAL STONE



Shoot a Light Arrow at the crystal (15) on the edge of the next platform (where the Nornir Chest sits) to activate another light bridge. Cross that bridge and turn right

to see one more crystal (16) across the gap. Zap that crystal with a Light Arrow too and cross the light bridge created. It leads to an Yggdrasil root full of Shatter Crystals behind a narrow waterfall.

Grab a chunk of the explosive red crystal, head back to the sap-covered coffin (11) and fling the Shatter Crystal at it. Toggle Atreus' quiver back to Shock Arrows and shoot one at the Shatter Crystal to detonate the sap. Now you can loot the coffin.



Return to the Yggdrasil root (16), grab another Shatter Crystal, and proceed past the Normir Chest all the way to the yellow-marked wall (17) with a red sap barrier at the top. Toss your Shatter Crystal at the sap and fire a Shock Arrow at it to blast apart the barrier. Climb the marked wall to find a nice collection of stuff: a coffin, a chest, and a hanging Hacksilver bucket. You also see another magically locked chisel door (18) and an object glowing on the floor (19). Approach the object and press Square to have Atreus pick it up—it's a Treasure Map!

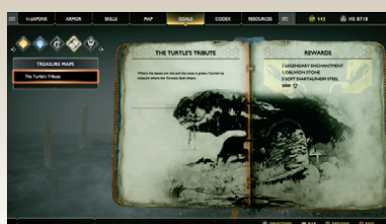
THE TURTLE'S TRIBUTE

This map scroll sits on the floor in the Witch's Cave next to the chisel door. To reach it, blast open the red sap barrier atop the climbing wall on the far side of the cave, then haul yourself up.



TREASURE MAP

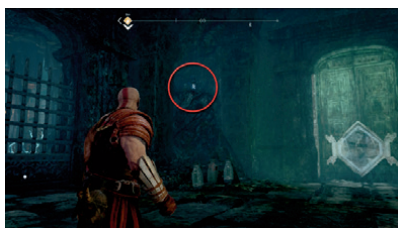
TREASURE MAPS



Whenever you pick up a Treasure Map, be sure to open your Goals Menu, scroll to the Treasure Maps section, and check out the new map. In this case, the location of

"The Turtle's Tribute" isn't far away, somewhere near the great tortoise that shelters the Witch's house.

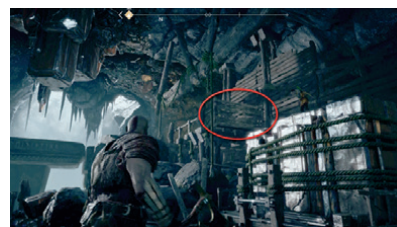
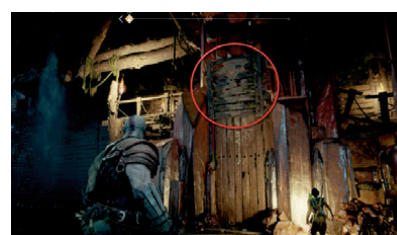
Turn toward the opposite wall with the grated iron gate (20). Up high, to the right of the gate, is the third runic seal. Smash it with an axe toss and return to the Normir Chest for your reward: a Horn of Blood Mead.



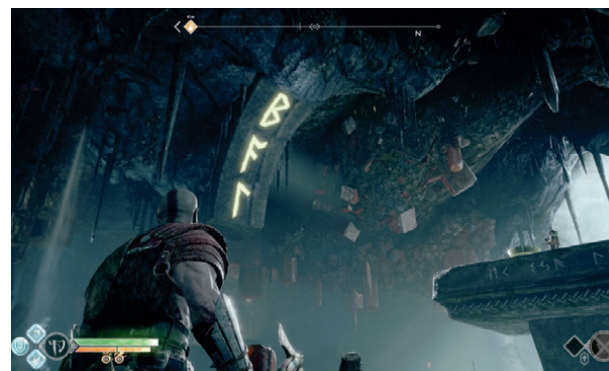
SOLVE THE SAND-BOWL PUZZLE

Return to open the grated iron gate (20); Atreus spots a sand bowl over on a raised platform. But as you proceed toward it, two chanting Poison Revenants pop up to attack.

Team up with Atreus to defeat them, and then find the tall marked wall section (21) with rotting wooden slats (circled) near the top. Toss Leviathan to smash the slats and boost Atreus up the wall. He moves to the platform's end and says, "That's way too far to jump."

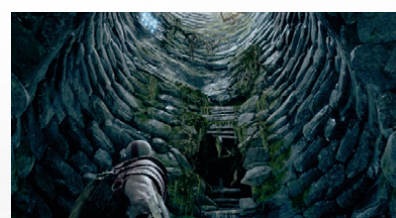


Smash the boards stacked against the loaded pallet (22), then grab the pallet's handle and drag it rightward toward the platform where Atreus waits. When you get there, the boy jumps atop the pallet. Now drag the pallet all the way left, back to where it started (22). Release the pallet and toss Leviathan through the wood slats (circled in our shot) blocking Atreus' way onto the far platform.



Atreus automatically runs over to the sand-bowl platform (23). Proceed to the end of the walkway (24) facing Atreus and press Square when the on-screen prompt appears. Atreus reads the rune riddle and suggests that the answer must be nearby. Look up at the dilapidated boards on the cavern ceiling directly across from the sand bowl. Toss your axe at the top and bottom sections to shatter all of the boards and reveal a three-rune message.

Atreus enters that newly revealed message into the sand bowl. The bowl platform lowers, revealing a small niche with a Legendary Chest inside! Now you can jump across to the lowered platform and loot the chest.



Backtrack across the cave, all the way to the bottom of the old stone well (9). En route, note that you cannot climb up from the first light bridge

you activated and dropped onto earlier; instead, veer left to a low ledge (25) that you can crawl up instead. When you finally reach the stone well, start climbing at the marked spot.

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FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

WITCH'S SANCTUARY AND LAKE OF NINE

26. OLD STONE WELL (RUNE READ INSIDE)

27. TREASURE PICKUP

28. LORE READ ON WALL

29. CLIMB CHAIN (LORE READ)

30. HEAVY DRAUGR!

31. VIEW OF FIVE RUNESTONES

32. SAND BOWL

33. RUNES ON STONES (SEEN FROM (31))

34. WITCH'S DOOR

35. ARRIVAL AT MYSTIC GATEWAY

36. SERPENT'S HORN PLATFORM

37. BOAT DOCK

ARTIFACT

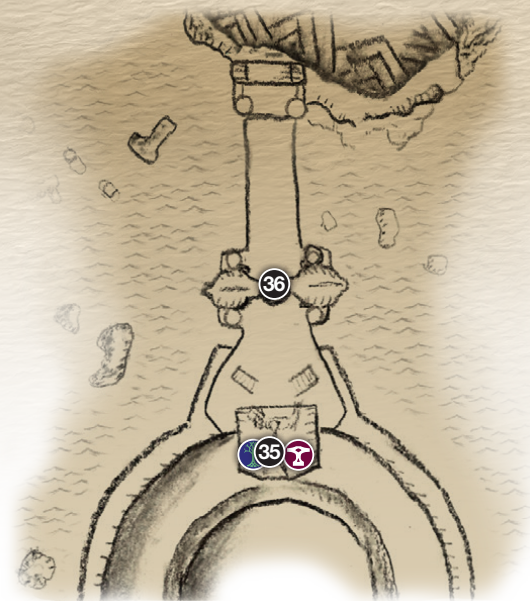
LEGENDARY CHEST

LORE

MYSTIC GATEWAY

RAVEN

SHOP



GET ACCESS TO THE WITCH'S FRONT DOOR

About halfway up the well (26), you must slide sideways to the left. There you find a Lore Read etched on the wall—a warning message that Atreus translates as "Turn back, Aesir!" A warning to the Aesir gods! At the top, you can see the great turtle just ahead. The creature is indeed raised up, holding the Witch's house above ground level.

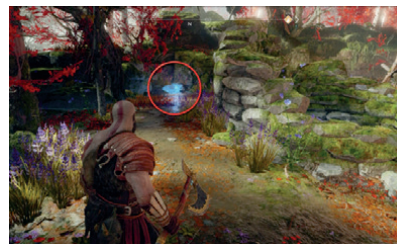
KEEP OUT

This Lore Read is found on the wall inside the old stone well you climb up from the Witch's Cave. You find it about halfway up your climb.



LORE

Look behind the stone top of the well to find a loose crystal. Install the crystal in the empty stand next to the nearby Lore Marker; toggle Atreus' quiver to Light Arrows, and shoot one into the crystal. Direct Atreus to translate the marker.



PRAYER TO FRIGG

A Lore Marker sits near the old stone well you climb up from the Witch's Cave. First, find the loose crystal behind the well. Then place it in the Lore Marker's empty crystal stand to activate the marker.

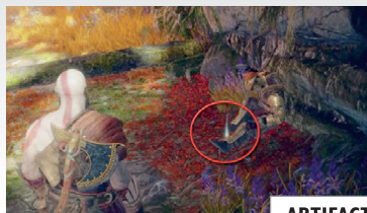


LORE

Head down the path to the meadow. Be sure to snag the Artifact on the ground just before the fallen trunk. Proceed into the meadow (26) around the turtle.

MASK

After you emerge from the old stone well, walk down the path to find this mask on the ground next to the fallen soldier.



ARTIFACT

Your arrival in the meadow triggers the emergence of a large squad of marauding Draugr. About half are standard Draugr soldiers, and the other half are agile Speed Draugr that zip around the field on glowing, enhanced legs. Although their numbers are large, they all lack durability and can be stunned easily with a few arrow strikes. After you clear the meadow, the great turtle lowers the Witch's house to ground level.

OPTIONAL: EXPLORE THE SANCTUARY

Before you go to the Witch's door, take some time to explore the area around the lush sanctuary for a number of items. First, find the treasure pickup indicated in "The Turtle's Tribute" map you found in the Witch's Cave. It sits just off the path (27) between two gray rocks next to the turtle's left front foot (see our shot for the exact location). Grab it to score a Legendary accessory plus a nice haul of Hacksilver and valuable resources.



Next, find the runes written on the low cliff (28) on the left side of the meadow's central pathway. It speaks of a Seiðr curse "upon all who trespass."

A SEIÐR CURSE

This Rune Read is etched on a rock wall not far from the entrance to the Witch's house. As you move up the path from the house, look for the marker off the left side of the sanctuary's central path.



LORE

Head back toward the house, then veer left to find the chain (29) hanging next to another wall etched with a rune message. Atreus translates it as "Death to the Raven God."

DOWN WITH ODIN

This Lore Read is etched on a rock wall next to the chain directly across from the entrance to the Witch's house.

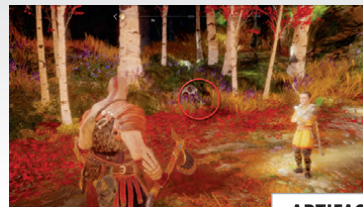


LORE

Climb the chain to an upper terrace of the sanctuary, where a pair of tough two-handed Draugr arise (30), swinging their heavy axes. Take them out and note the Nornir Chest nearby in a shady nook. Continue along the path to find an Artifact.

MASK

After you climb up the chain directly across from the turtle's head, defeat a Draugr pair and proceed along the path. A mask sits next to a fallen warrior on the left side of the path.



ARTIFACT

FORGET THOSE GREEN LIGHTS FOR NOW

When you climb the chain to the sanctuary's upper terrace, you find a Nornir Chest in the trees to the left with a strange green-lit, ball-shaped device above it. You also find similar devices around the area. Until you acquire the gear you need to manipulate these devices (which happens later), you cannot unlock this Nornir Chest.



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SOLVE THE SAND-BOWL PUZZLE

Keep following the path around the curve to an overlook at the end of the plateau (31). Note that large runes are painted on five boulders around the area (32). Atreus says the runes form the word for “wind.”



Retrace your way back to the chain and climb down. When you approach the sand bowl (33), Atreus automatically traces the runes. This triggers a magical rearrangement of the nearby rock pile, revealing a gleaming Legendary Chest with a Runic Summons inside.



VISIT THE WITCH

Head to the Witch's front door (34) and enter to trigger a long cinematic sequence revealing that she is indeed much more than a “Witch.”



OBJECTIVE: Go to the Serpent's Horn

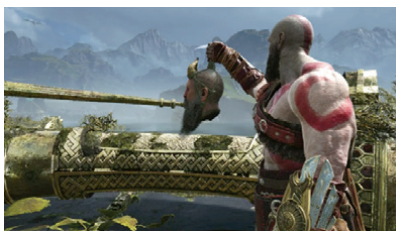
After the scene with Freya, you end up in what is now called “Freya's Cave.” Mimir says he'll get you to Jötunheim as promised; the first stop is at Týr's Temple on the Lake of Nine.

Head down the walkway from the house to the elevator and ride it down to the cave's lower level. You can use the boat or the Mystic Gateway next to the dock to travel back to Týr's Temple, arriving at the gateway (35) across from Brok's shop. (Remember; you must make a brief stop between realms until the bluish portal appears, then use that to travel to the temple.)

As you travel, listen to the conversation with Mimir to learn more about Baldr's blessing of invulnerability to all threats, physical or magical. Once you arrive at the temple, exit the building and follow the bridge to the switch on the circular lift (36) at the middle point of the bridge. Turn the switch to ride the lift up to the horn platform.

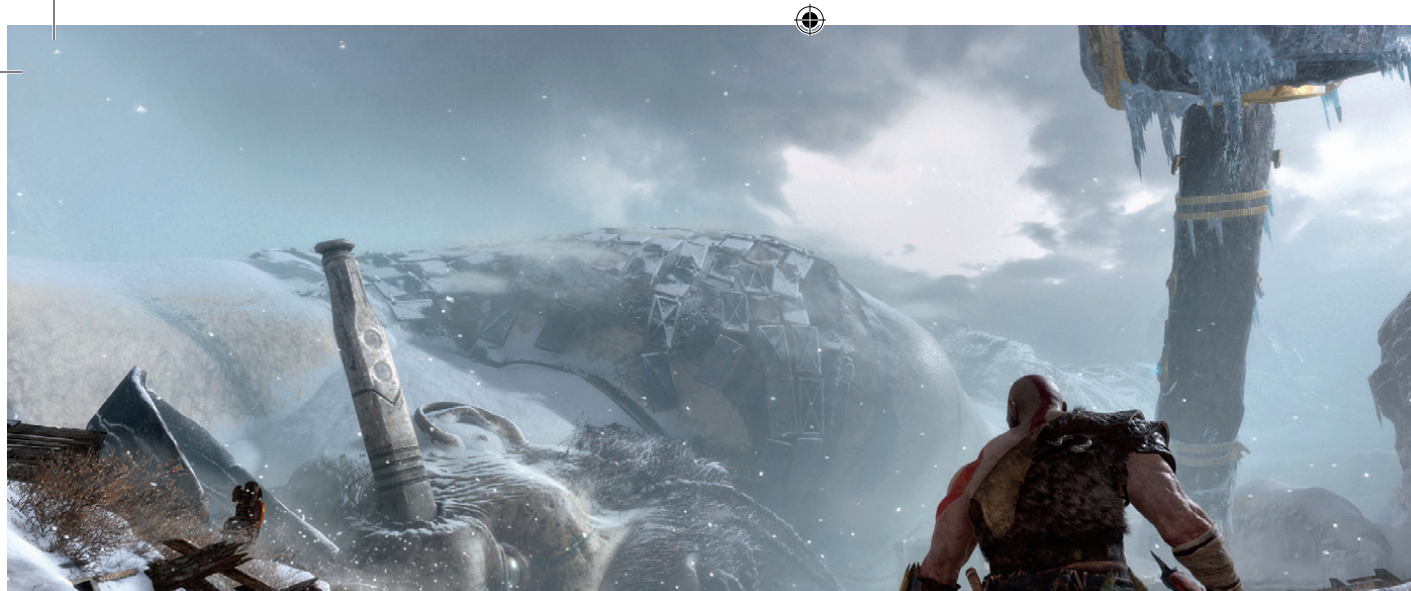


OBJECTIVE: Speak to the World Serpent



Approach the end of the horn and press Circle to hold Mimir's lips to it. This triggers a long and amazing cinematic sequence.





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THE MAGIC CHISEL

LAKE OF NINE

The World Serpent has explained to Mimir that you need two things to reach the land of the Giants: you must learn the Jötunheim travel rune, and then carve it into a special gateway using a magically imbued Chisel. Kratos decides to seek the Chisel first.

1. SERPENT'S HORN PLATFORM

2. BOAT DOCK

3. CHANNEL ENTRANCE (OARSMEN)

4. BEACH

5. CRANK-WHEEL (OPENS GATE)

6. GATE

7. MASON'S CHANNEL

8. NORTHERN DOCK

9. WULVERS!

10. GIANT'S RING CRYSTAL

11. CLIMB CHAIN

12. CLIMB WALL

13. CLIMB CHAIN

COFFIN

HIDDEN CHAMBER

MYSTIC GATEWAY

RAVEN



LAKE OF NINE:
MASON'S CHANNEL

NORTHERN DOCK AREA:ARRIVAL



JOURNEY OBJECTIVES

- ✚ Follow Mimir's instructions to the Chisel
- ✚ Investigate the dead Giant
- ✚ Retrieve a piece of the Chisel
- ✚ Find a way to break the ice
- ✚ Talk to Sindri
- ✚ Find a way to the hammer
- ✚ Make your way up the hammer
- ✚ Release the Strap
- ✚ Find a way to the hammer's head
- ✚ Push the hammer
- ✚ Make your way to the Chisel
- ✚ Retrieve a piece of the Chisel

NEW ENEMIES

- ✚ Wulver
- ✚ Fierce Wulver
- ✚ Fierce Ogre
- ✚ Boss: Magni
- ✚ Boss: Modi

OBJECTIVE: Follow Mimir's Instructions to the Chisel

First off, spend that shiny new XP awarded for finishing the previous chapter. Then turn the switch on the Serpent's Horn platform (1) to ride back down to the bridge. Facing the temple building, descend the stairs on the left and proceed to the boat at the dock (2). Push off and veer slightly right toward the two tall oarsmen statues (3). This is the entrance to the Mason's Channel. Row between the oarsmen's paddles.



CONSIDER EXPLORING

This might be a good place to work your way around the Lake of Nine a bit and explore a few of the beaches and other landing sites. Check out our **Lake of Nine Exploration** chapter for full coverage of the lake's explorable areas.

OPEN THE CHANNEL GATE

Paddle up the channel until you find the waterway blocked on your left by a huge gate (6). Continue past it to the beach (4) and disembark. If you want, talk to the "wayward spirit" over in the back-right corner to trigger a new Favor: (Check out our walkthrough for the quest, "The Anatomy of Hope," in our **Favors** chapter.) Then move up the beach to the crank-wheel (5) and turn it to open the channel gate.



Unfortunately, doing this stirs up all manner of trouble. An Ogre and a team of Dark Elves suddenly assault the crank platform. After you clear the beach, scoop up the dropped pickup items, then hop back in the boat and row through the open channel gate (6). As you glide up the icy channel (7), Mimir tells the story of Thamur, the giant stonemason. Paddle all the way upstream to the Northern Dock (8).



OBJECTIVE: Investigate the Dead Giant

DEFEAT THE WULVERS

Note the Mystic Gateway at the dock, and then turn your attention to the growling creature feeding on a carcass across the ice (9). This is a powerful Wulver—part man, part wolf, all melee monster. When it rises up to howl and glows red, a frenzy follows: a wild slashing attack with enhanced speed and fully extended claws. Be ready if the beast gets Kratos in its grasp—quickly tap Circle to escape.



Nail the Wulver repeatedly from long range using Atreus' Shock Arrows first to stagger it in place, then follow with Leviathan tosses. (If you just throw the axe, the Wulver executes a nifty side-dodge.) This way you can keep your distance to take it down safely. Whenever the Wulver rises to howl, hit him immediately with Shock Arrows to interrupt the frenzy.

Soon a second Wulver leaps down into the clearing and rushes to attack. If the creature gets into close range, your shield can block its first swipe. But the hit is so powerful that it can stagger Kratos, leaving him wide open for a deadly follow-up slash. Roll to evade the Wulver's claws, back away, and keep Atreus firing Shock Arrows to jolt the beast. When it staggers with electricity, nail it with Leviathan!



Wulver

This razor-clawed predator is a lethal melee fighter with a furry, durable hide and a lightning-fast sideways dodge that makes him hard to hit with axe throws. Watch for the Wulver's angry howl—it rises up, arms and chest glowing red, working into a state of frenzy. Then it suddenly dashes in close to start swinging, its huge claws fully extended like great scythes.



A key tactic: Use Atreus' Shock Arrows to keep the Wulver off-balance and interrupt his howling-frenzy buildup while Kratos punishes the beast with melee strikes. If a Wulver gets in close, it uses a double-slash attack—the first slash can break your block so that the second slash gores you good. Evade and maintain distance, slinging your axe and arrows at the beast. Occasionally the Wulver gets Kratos in a death grip while it's glowing and frenzied. Tap Circle rapidly to escape!

USE THE RING TO ADVANCE



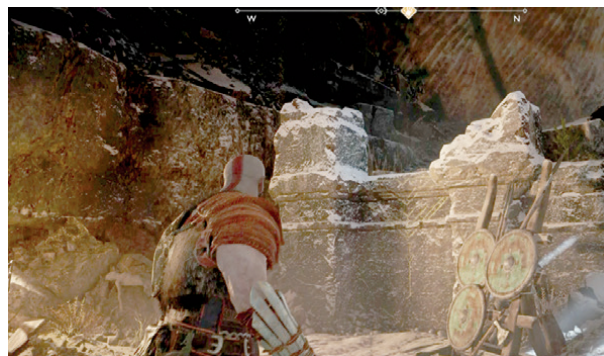
After you clear the dock area, Atreus warms his hand at a fire next to another locked Hidden Chamber of Odin. Look up at a great red crystal glimmering in the Giant's ring **(10)**. That looks like Shatter Crystal, doesn't it? Fire a Shock Arrow at it to trigger an explosion that drops the massive ring to the ground. The crystal dims for a second and then relights—it's the regenerating type!

Grab the big ring and rotate it to the right as far as it will go; a curtain of icicles stops the turning. Step back and fire another Shock Arrow at the crystal to shatter the icicles. This opens a passage into an alcove that holds a coffin.



Then rotate the ring all the way to the left and shoot its crystal with another Shock Arrow. This blasts open a passage that runs around the ring to a chain **(11)**.

Climb down the chain into what looks like the collapsed remains of an armory with another locked chisel door. (You'll be able to open these soon.) Knock down the hanging bucket of Hacksilver; then climb up the low back wall **(12)** to find a curving passage.



Follow the passage up to another chain **(13)**. First, find the coffin just past the chain in a back alcove. Then climb the chain to the top to see an expanse of frozen lake and poor Thamur—hammer in hand, Chisel in head. Mimir says you must find the tip of that massive Chisel to acquire the magic you need.



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14. EXIT FROM ARMORY

15. WULVERS!

16. LORE MARKER / SAP-EMBEDDED CRYSTAL

17. RUNIC GATE

18. RUNE SPINNER

19. SHATTER CRYSTAL SOURCE

20. RUNE SPINNER

21. CRYSTAL BASE (BRING CRYSTAL FROM (16))

22. LIFT ROCK

23. TWO-OGRE BATTLE!

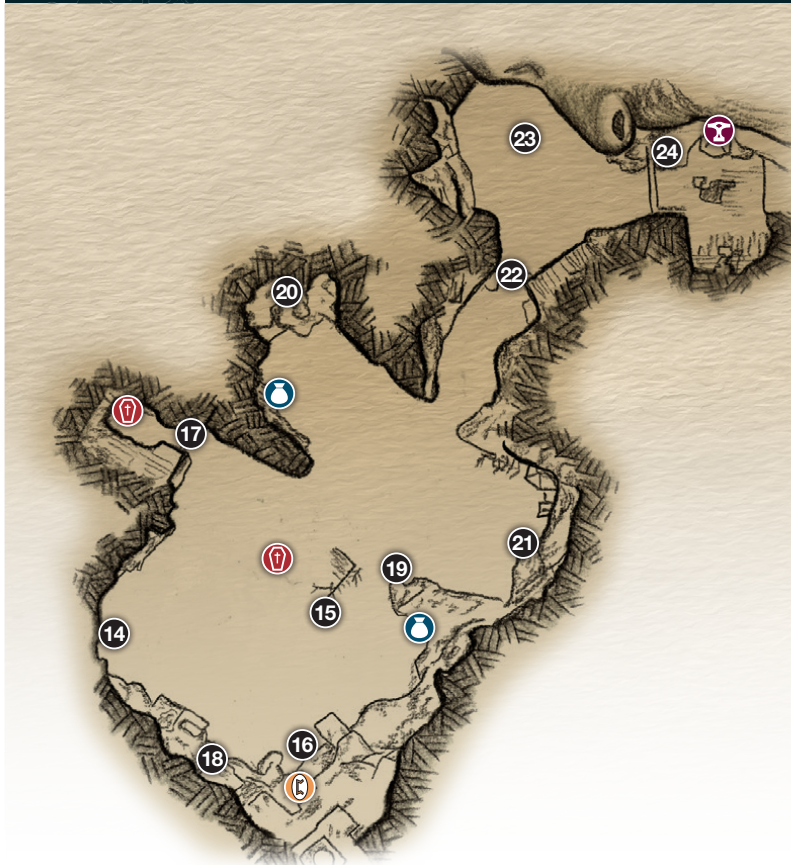
24. CLIMB CHAIN TO SINDRI'S SHOP

 CHEST

 COFFIN

 LORE

 SHOP



OBJECTIVE: Retrieve a Piece of the Chisel

CLEAR THE FROZEN LAKE

Another Wulver is feasting on flesh across the ice. Go terminate the creature, and be ready for a second Wulver to strike. (They often travel in pairs.)

When both Wulvers are deceased, explore the lake, looting the coffin in the center of the yard, and a couple of chests as well. Then go stand below the Lore Marker (16) inset on the wall of the ruins. Direct Atreus to translate.

NJÖRD OF THE VANIR

Find this Lore Marker up high on a wall of the ruins overlooking the plain where you find the Normir Chest.




LORE


OPEN THE RUNIC GATE

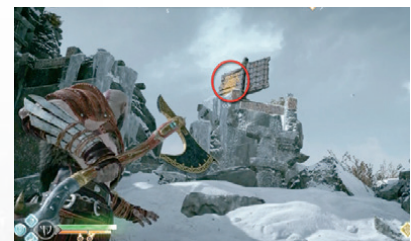


Approach the heavy gate (17) to see three runes glowing above it and a coffin glittering in the chamber behind the gate. This is not a standard Normir Chest, but you solve it the same way—find and break all three runic seals to unseal the gate. To break the magic seal, you rotate three disc spinners until the correct rune is displayed on each one. Here's the solution:

 One disc spinner is to the left of the sealed gate (17). Toss Leviathan at the glowing disc to turn the spinner once. But you need to turn it once more, and now the disc has rotated behind the spinner. Head over to the left until you get a throwing angle at the disc, then hit it a second time. Now the correct rune is displayed. One seal broken, two to go.



 Next, find a two-panel spinner (18) atop the ruins across the lake, not far from the Lore Marker. Throw Leviathan at the gouged wooden panel to rotate the spinner, and immediately recall the axe. Rotating this first spinner raises a disc spinner just to the left. Quickly toss Leviathan once at this second spinner's right-side disc to display the correct rune.



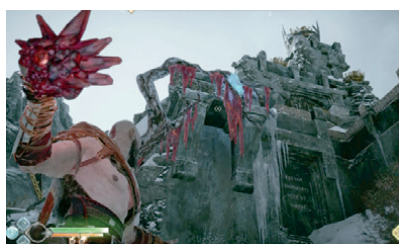


Finally, find the Yggdrasil root (19) on the lake's edge and grab a chunk of Shatter Crystal. Throw it at the red sap barrier across the lake (20) and detonate it with a Shock Arrow. This disentangles a disc spinner from the roots. Throw Leviathan once at the left disc to display the correct rune. The heavy gate automatically opens, and you can loot the coffin inside for a **Legendary Enchantment**.



FIND THE REALM TEAR

Return to the Yggdrasil root and grab another Shatter Crystal (19). Toss it at the red sap dripping down the ruins just to the left of the Lore Marker (16) and detonate it with a Shock Arrow. The blast frees a crystal that drops to the ground.



Pick up the loose crystal and go install it in the crystal stand (21) at the far edge of the lake. Toggle Atreus' quiver to Light Arrows, and then fire one into the crystal. This activates a strange glittering energy sphere called a Realm Tear. In his journal, Atreus describes it as a "little tear in the fabric of reality."

Approach it and press Circle when the button prompt appears; Kratos grabs the tear and pulls it closed. Doing this also bestows a rare substance, **Dust of Realms**, into your Resource inventory.



GET TO THE THAMUR'S HEAD

Exit up the ravine to the northeast. As you approach a corner (22), a stone corner column falls over, blocking the passage, and a new flying foe hovers in to attack. The Ice Nightmare—the Hel-



walker variant of the Nightmare—spits painful bluish projectiles that inflict both physical damage and slow you with freezing. As always with Nightmares, rely on Atreus' uncanny marksmanship to knock them down.

Ice Nightmare



This flying nuisance behaves like its Nightmare cousins, except its projectile is freezing cold—each spit inflicts both physical damage and slowed status. The small creature hovers and darts with an agility that makes it challenging to target. Carefully aim your axe throws and be ready for it to pick up and incapacitate Atreus as well.

When the sky is clear of icy fliers, pick up the big rock and move into the next area (23). The travelers spot the glowing tip of Thamur's great Chisel under the lake ice. It will take quite a powerful smash to break through that surface, but Kratos has an idea.



OBJECTIVE: Find a Way to Break the Ice

First, however, you've got some serious business to transact with a nasty mob of monsters. First up is a mixed squad of Draugr—a big Heavy Draugr swinging a two-handed hammer; a projectile thrower; and some speed-enhanced soldiers with shields to make things more difficult. This is not an easy fight, so use your agility frequently to roll out of trouble.



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WAIT FOR THE RIGHT MOMENT TO RAGE!

The battle on the ice by Thamur's head is a wild and difficult affair, with a large number of Draugr working side by side with an ugly pair of Ogres. Save your Spartan Rage until the Ogres appear later in the fight. Your rage state should let you eliminate at least one of the Ogres, making the fight's endgame much easier.

But that's just the start. More Draugr warriors start pouring onto the ice, joined by two furious Ogres. To survive this onslaught, you need to do three things: keep hitting and rolling; keep stomping on green Healthstones, which are plentiful in this fight; and when it's available and the time is right, unleash your Spartan Rage.



OBJECTIVE: Talk to Sindri

After the fight, Sindri appears and drops a chain down from a high platform (24). Climb up to trigger a scene: Sindri explains how it is that the Huldra Brothers can set up shop so quickly in so many places. Their ability to "slip between realms" at will lets them travel fast and pop out of sight. Then Sindri adds another Mark of the Dwarves to Leviathan.



ROUTE TO THAMUR'S HAMMER

- | | |
|---------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| 24. CLIMB CHAIN TO SINDRI'S SHOP | 34. SHATTER CRYSTAL IN BUCKLE (START) |
| 25. BRAID-RING | 35. BUCKLE ENDS UP HERE |
| 26. ARENA ENTRY (TRAVELER FIGHT!) | 36. ENTRY PORCH |
| 27. MOVABLE STONE BLOCK | 37. RISING FLOOR (AFTER PUZZLE SOLVED) |
| 28. MOVE BLOCK HERE | 38. SAND BOWL |
| 29. MOVE BLOCK HERE | <ul style="list-style-type: none"> CHEST COFFIN LEGENDARY CHEST SHOP |
| 30. JUMP HERE FROM SWORD SCULPTURE (COFFIN) | |
| 31. JUMP POINT TO (32) | |
| 32. CLIMB WALL | |
| 33. ROOF ACCESS | |



OBJECTIVE: Find a Way to the Hammer

Kratos' plan is to knock over Thamur's gigantic Hammer onto the lake to smash through the ice. Spend some time at Sindri's Shop upgrading stuff—make sure you get your chest armor's socket filled with the best Enchantment to match your style, and upgrade the Talon Bow if you've got the resources—and then upgrade your Skills too.

BLAST THAMUR'S BEARD JEWELRY

When finished, look up to the right behind Sindri's Shop tent. A bright red gem glows in a spinner ring that braids some of Thamur's cable-thick beard hair. If you fire a Shock Arrow at the gem in the braid-ring, it explodes—it's made of Shatter Crystal!

Turn right and note two more spinner braid-rings. The farthest ring has its gem spun toward you, but if you detonate it with another Shock Arrow nothing much happens. But the closer braid-ring **(25)** has its gem turned away. If you toss Leviathan at the ring's spinner panel, it flips around in a full circle, giving you a brief glimpse of the Shatter Crystal gem.

Aim at the bottom-left edge of the spinner panel, toss the axe, and then quickly shoot a Shock Arrow as the gem spins into sight. The explosion knocks Thamur's braid off the structure and clears a path forward.

Hop across the gap between structures and follow the walkway up a pair of ledges. Approach the building where the giant chain enters and punch open the chest just outside.



Then turn left and follow the walkway to the entry doors **(26)**. Open the doors and step into the arena-like building.



DEFEAT THE TRAVELER CHAMPION!

Inside, a new foe awaits—a powerful armored knight known as a Traveler Champion. (Check out our Traveler Champion notes on this page for an overview of his attacks and your best counters.) Don't be fooled by the slow, backward march of his initial approach—when he suddenly swings, the strike comes lightning fast and hits with devastating force.

With a five-segment health bar, the Champion features impressive durability. To make matters worse, the shield slung across his back is impenetrable.

Traveler Champions have a devastating area attack as well. When the knight raises his glowing skull rune, try to nail it with a quick axe throw to interrupt the Seiðr spell he's conjuring. Otherwise he slams the rune to the ground, unleashing a massive energy burst that inflicts heavy damage as well as Burning unless you can block it.

Once you knock down the Traveler Champion's health bar a bit, he starts getting help from fellow Seiðr warriors, the poison-tossing Shadows. When their projectiles are flying, a good tactic is to make one or two quick hits on a target, then roll away and repeat. This keeps you from getting stung by Shadow throws while you're engaging the Traveler. But watch out for the Champion's sudden, blazing dash across the arena, sword extended.



When the Traveler's health bar drops into its final segment, the knight loses his helmet. Once the Traveler Champion finally falls and you've cleared out any remaining Shadows, scour the arena for pickups, including valuable new crafting items like the Traveler's Armor Shards. (As Kratos says, "We will show them to the Dwarves.")

Traveler Champion



The Traveler Champion approaches deliberately, walking backward so that his shield fends off axe throws and arrows until he gets closer. Then he suddenly unleashes a furious sword attack—either 360-degree side-swung spins or overhead slashes, often several in a row. Be ready to dodge his horizontal attacks by dodging backward, and to evade his vertical attack by dodging to the side..

The knight also has a blazing-fast dash attack with sword extended. Roll out of the way! If he slowly raises a skull rune above his head, nail it with a quick axe throw. Otherwise the Champion slams the rune to the ground, unleashing a devastating shockwave that inflicts damage and instant Burn status if you're caught in the blast radius.

Watch for a telltale flash before all of the Traveler's big attacks; if the flash is yellow, you can try to parry, but if it's red (unblockable), evade immediately! Again, take advantage of his brief post-lunge immobility to deliver punches, arrows, and axe hits into his front side.

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FIND THREE CHESTS

Go grab the handle on the huge stone (27) and pull it out of the doorway it blocks. If you step out that doorway and head to the left, you reach a marked jump point (31). But before you make that leap, you can find a pair of chests back inside the arena structure.

First, pull the block as far as it will go (28) across the room. Climb on top and jump through the hole in the wall to loot a chest on the balcony just outside. Then hop back down and push the stone block back as close to the doorway as possible without barricading it (29).



Face the giant sword sculpture and toss Leviathan at its rightmost disc (circled) to spin the sword rightward one turn. Climb back atop the stone block and leap across to grab a handhold on the big sword sculpture. Climb to the top, slide to the right, and then jump down onto the platform below (30) to find a gleaming Legendary Chest.



Drop back down to the floor inside, exit the doorway (27), and return to the marked jump point (31). (If you look up, you can see Thamur's massive hammer looming above you, held in place by two restraining straps.) Hop across the gap to grab the wall (32). Shimmy to the left and down to reach a doorway into a small wrecked chamber with another chest inside.



BREAK THE HAMMER'S FIRST STRAP

Exit the wrecked chamber and start climbing again. This time work your way upward and to the right, climbing around the corner of the structure until you can crawl up onto the roof (33). You see a gargantuan decorative strap hanging loose from the handle of Thamur's hammer far above. At the strap's bottom, it has a huge red gem embedded in a buckle (34).

The gem, of course, is made of Shatter Crystal, the regenerating kind. Approach the buckle and press Circle to give it a push and watch it swing close to the ice-encrusted handle of the Hammer. Push the buckle again, but this time fire a Shock Arrow into the gem as it swings closest to the handle. The explosion shatters some but not all of the ice. Repeat this procedure a second time to shatter the remaining ice. Watch as one of the restraining straps on the hammer tears loose. Unfortunately, the other one remains attached, though barely!



OBJECTIVE: Make Your Way Up the Hammer

Follow the wooden walkway to the buckle (35) and shoot the gem with a Shock Arrow. This shatters a nearby curtain of icicles, opening a passage to a coffin. After you loot it, jump onto the buckle and climb the strap. When you reach where the strap connects to the handle, climb rightward around the handle's curve. Then continue upward to the small tunnel-like opening through the handle. Enter the tunnel, proceed to the other end, and kick out the covering to see a spectacular overview of the frozen lake below.



Turn left and grab the wall, then climb outside the handle again, working your way up until you reach another tunnel-like opening. Enter that to see a Shatter Crystal blocking the far end. Fire a Shock Arrow into that crystal to blast an opening. At the end, turn right and climb up the handle yet again.



OBJECTIVE: Release the Strap

At the top, you can see where the remaining strap is still attached to the hammer's handle by a broken piece of the strap ring. Approach the ring and press Circle to grab it, then tap Circle rapidly to fling it off. As the strap falls away, Kratos and Atreus leap to the entry porch (36) of a nearby tower... but unfortunately, the Giant's hammer falls sideways, and its head ends up leaning against the cliff next to it!



OBJECTIVE: Find a Way to the Hammer's Head

SOLVE THE "SEASONS" PUZZLE

Enter the tower to find a coffin just inside. Loot it and step to the edge of a big hexagonal chamber (37) with a collapsed circular floor and a sand bowl (38) on the far side. Four framed symbols depict the four seasons across the far wall; each frame has discs underneath that you can hit with Leviathan to change the season displayed. From the room entrance, veer right and smash the slats covering a small hole just big enough for Atreus. This gets the boy over to the sand bowl.

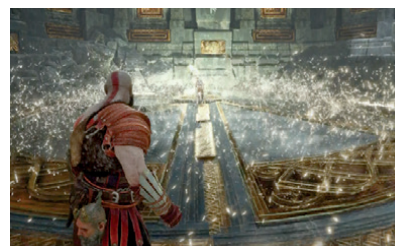
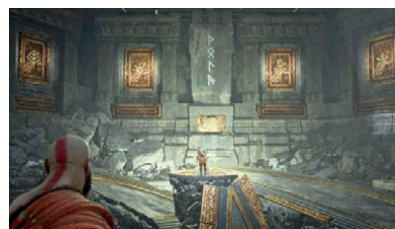


When Atreus reaches the bowl, press Square to have him read the riddle. Your task is to toss Leviathan at the discs underneath the portraits to change the seasons depicted until they're arranged in reverse order—that is, from right to left—starting with Winter:

Here's the solution pattern, from right to left:

- ✚ Under the first (rightmost) portrait, hit the discs to display the Winter snowflake symbol.
- ✚ Under the second portrait, hit the discs to display the Spring flower symbol.
- ✚ Under the third portrait, hit the discs to display the Summer sun symbol.
- ✚ Under the fourth (leftmost) portrait, hit the discs to display the Autumn leaf symbol.

When you have the correct sequence, press Square to activate the puzzle—a rune word appears on the center column, and Atreus writes it in the sand to raise the floor, now reconstructed. Step aboard as the floor starts rising up the tower, powered by a strange sparkling energy.



DEFEND THE PLATFORM...AND GET OFF IN TIME!

As long as Atreus keeps writing in the sand bowl, the strange Vanir energy lifting the platform remains constant. But like your earlier ride on the mining elevator back in the Mountain shaft, waves of attackers suddenly start dropping onto the rising platform, pulling Atreus away from the bowl to fight.

CLEAR THE FLOOR FAST!

Note the yellow timer bar that appears on-screen when each enemy attack wave drops onto the rising platform. You must defeat the current wave and get Atreus back to writing in the sand bowl before the timer runs out. If it hits zero, the Vanir magic fails and the floor collapses.

FIRST WAVE

First, a Draugr squad bursts through the symbol portraits on the tower wall. The first few attackers are lower-level swordsmen—some



with Speed or Projectile enhancements added, but still relatively easy to crush swiftly. If you've been diligently upgrading Atreus' bow level and Skills, he proves a stout ally in this kind of fight.

When the first enemy wave is finally broken, Atreus observes that the energy lifting the floor has depleted, and hustles back to write in the sand bowl to replenish it. During this breather, hurry around the platform grabbing pickups to boost your health and rage meters.

SECOND WAVE

The next wave features more Draugr, including a dangerous Heavy with its two-handed battle axe. Once again, clear the platform before the timer bar runs out, or else the floor collapses under you.

THIRD WAVE

The tough third wave starts with a swarm of Gloom Nightmares with their painful blinding spit. Popping Nightmares, of course, is Atreus' specialty, so fire his bow at them as fast as he can generate arrows. Soon another Draugr squad drops in to join the wave attack—this time a crew of the Explosive type, followed by more Gloom Nightmares in support of a hissing Revenant. This is a good time to unleash your Spartan Rage, if available, to clear the platform quickly and cleanly.

FOURTH WAVE

As Atreus gets back to the sand bowl, look upward to see that you're near the top of the tower now, and spot the pair of red Shatter Crystal gems



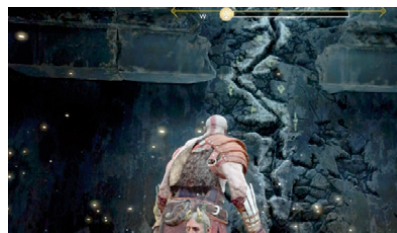
hidden behind veils of icicles, one on either side of a stone balcony. Suddenly the icicles explode and two Projectile Draugr step onto the balcony to fling fireballs down at you.

As Atreus gets back to the sand bowl, look upward to see that you're near the top of the tower now. Spot the pair of red Shatter Crystal gems hidden behind veils of icicles, one on either side of a stone balcony. Suddenly the icicles explode and a trio of Projectile Draugr step onto the balcony to fling fireballs down at you.

This projectile attack dislodges the sand bowl, which drops away. Atreus can no longer keep the Vanir magic flowing, and the yellow timer bar immediately drops close to zero. Your platform starts to grow unstable!

Now that Atreus is free to fight, quickly shoot a Shock Arrow into either one of the red gems up on the balcony to detonate it.

The explosion rocks the tower, and a large chunk of the balcony drops away. Fire another Shock Arrow into the other gem to shatter the entire balcony under the



Draugr, revealing a cracked wall. Sprint directly to the wall and climb it to escape the tower just as the floor collapses behind you.

OBJECTIVE: Push the Hammer



You've reached the clifftop on which the hammer's head is leaning. Go grab the yellow-marked ledge and shimmy around the corner to the far

platform. Grab the hammer's head and tap Circle rapidly to push it loose, then watch the spectacular result.

JARL'S STRONGHOLD

39. EMERGE FROM UNDER HAMMER

40. OLD WOODEN PLATFORM

41. JUMP ACROSS GAP HERE

42. DARK TUNNEL

43. BANQUET HALL

44. CLIMB BLOCK

45. JARL'S THRONE

46. SINDRI'S SHOP

47. JUMP POINT

48. WOODEN PLATFORM

49. BOSS BATTLE ARENA!

50. MAGIC CHISEL

🗳️ CHEST

🛥️ COFFIN

📖 LORE

🛒 SHOP



OBJECTIVE: Make Your Way to the Chisel

GET TO THE BANQUET HALL

When the scene ends, creep out from underneath the hammer. When you emerge **(39)**, you can see the glowing tip of the Chisel up ahead, protruding downward from poor Thamur's head. Jump across to grab the pillar; and start climbing along the canyon. Just around the first corner; you can see a coffin in a grotto directly below you.



But to reach it, you must climb past it on the cliff above it (triggering a small avalanche), then swing around the next corner. You hear a conversation: two fellows, obviously looking for you. At the corner; drop down twice, then work your way back to the right to reach the grotto with the coffin. Then get back to climbing leftward until you can jump down onto a dilapidated wooden platform **(40)**, where you find a green Healthstone.



Cross the platform to the exposed pillar and climb up until you can jump off onto a marked rock ledge. Follow Atreus down the rocky path along the cliff's edge and jump across the gap **(41)** left by a collapsed walkway. (Don't miss the Hacksilver sack on the other side, to the left on top of a marked stone block.) Proceed through the doors **(42)** into a ruined, foul-smelling Banquet Hall.

BLAST AWAY THE ICE BARRIERS

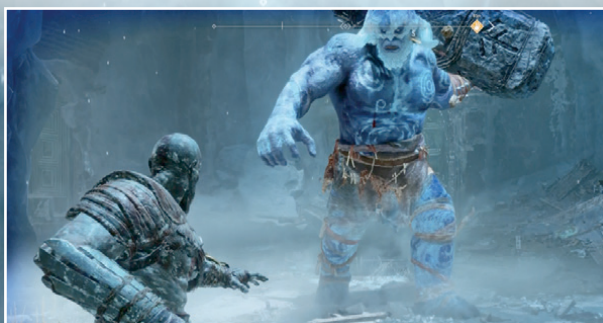
The Banquet Hall features an interesting (and disturbing) set of monster silhouettes frozen in the ice that seals shut three openings on the back wall. You also find another chisel door that you cannot open yet. Finally, note the explosive Shatter Crystal glimmering in the chandelier that's frozen against the wall.



The solid, monster-filled ice wall blocks the way out of the hall, so you have to blast it out, section by section. Unfortunately, doing so thaws out the monsters, which emerge cold and angry about the whole situation. We describe how to take each section one at a time, but you can, of course, blast them all open for an extra challenge.

Here's how to get the party started:

- ✚ First, shoot a Shock Arrow into the crystal on the chandelier to blast it loose from the near wall. It swings across the room and embeds in the center ice block with a Troll inside.
- ✚ Shoot the chandelier crystal again. The explosion cracks the ice around it, but the ice wall doesn't break! The chandelier swings over to the Valkyrie monument and gets stuck again.
- ✚ Shoot the chandelier yet again. This time the explosion knocks the crystal out of the chandelier onto the hearth below **(43)**. Now you're ready to shatter some ice.
- ✚ Grab a chunk of the fallen Shatter Crystal, toss it at the center ice block, and fire a Shock Arrow at it. This blasts apart the ice and releases a towering Ice Troll called the Stonebeard King.



THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Defeat the Stonebeard King!

You've fought Trolls before, so use similar tactics, nailing him repeatedly from across the room with axe throws and arrows. But keep in mind that this hall is a relatively tight space. Don't get cornered! As with all Trolls, watch out for his foot stomp—this one sends icy fissures across the floor—and beware his vertical pillar slam, which sends out an arctic shockwave. Both of these frosty attacks inflict slowed status, so don't get caught in their radius. Once Stonebeard loses some health, a couple of wolves join the fray, so be on the lookout for these pesky additions.

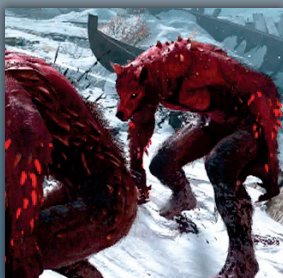
When the Ice Troll's health bar gets low, he starts swinging his pillar wildly, side to side, as he rushes you. Keep out of reach, and keep your arrows and axe slicing through his Trollish flesh until Stonebeard falls stunned. Use your stun grab to hop aboard and hammer him into final submission. Be sure to scoop up the valuable pickup items the King drops.



RELEASE THE WULVERS!

Use another Shatter Crystal to shatter the leftmost ice block, which frees a Wolverine trio. Two of them are the same kind you fought earlier; but one is a Fierce Wolverine; tougher and stronger than his cousins. He has a deadly dash attack that starts with a drop to all fours, then he unleashes a galloping dash that ends in a brutal shoulder slam or a grab. As with regular Wolverens, interrupt the howl with an arrow barrage from Atreus.

Fierce Wolverine



This variant's behavior is similar to that of the standard Wolverine breed—when the beast howls, he induces a frenzy state, imbuing himself with glowing red rage. But whereas the regular Wolverine gains a speed boost from the frenzy, the Fierce Wolverine's howl unleashes an infusion of raw strength. Don't let him gore you while he's glowing!

Fierce Wolverens can close the space quickly with a straight-line dash that starts with a drop to all fours. Watch for the telltale drop and flash, and then roll out of the path of the dash. This creature can also lunge and attack in this state, grabbing Kratos!

RELEASE THE FIERCE OGRE!

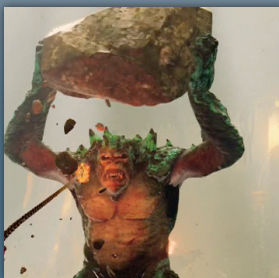
Once the Wolverens fall, grab another Shatter Crystal, toss it at the rightmost ice block, and shoot a Shock Arrow to release the Fierce Ogre frozen inside. He's accompanied by a pair of flies—one Ice Nightmare and a flame-spitting Fire Nightmare. Pop the Nightmares with Atreus' arrows immediately so you can focus on the Fierce Ogre.

The Fierce variety of Ogre has the same punishing, double-fisted overhead slam as the standard Ogre. He can also rip boulders right out of the ground and fling them at Kratos from across the field, thus adding a long-range attack option.

Keep Atreus drawing the monster's attention so you can hammer it from behind. If you manage to stun the beast for a stun grab, use the attack buttons to finish him off. (No need to steer him around, since there are no other ground foes to target.) Then gather all the valuable pickup items he drops.



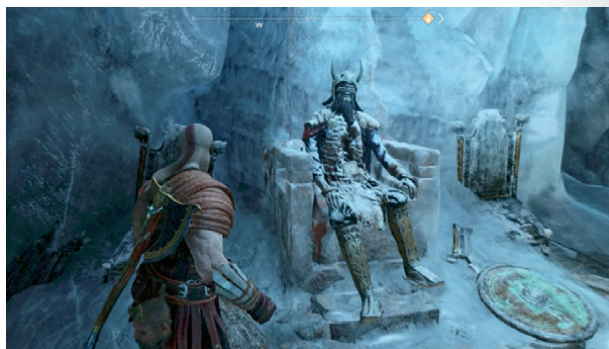
Fierce Ogre



Like his standard Ogre brothers, the Fierce Ogre is a mindless beast who only wants to crush foes into flattened corpses with a shuddering ground slam and long-reach punches. But this Ogre variant also adds a lethal long-range projectile strike, ripping big boulders right out of the ground, then flinging them overhead at you. Be sure to dodge these rocks—if the boulder hits, Kratos is dazed for a few seconds.

VISIT SINDRI

Before you head into the newly opened passage, grab one more Shatter Crystal (43) and toss it at the coffin covered in red sap that you can see in a high alcove overlooking the hall. Shoot the crystal with a Shock Arrow to blast off the sap; now you can loot the coffin when you reach it later. Climb up the yellow-marked ledge (44) and ascend the stairs past the frozen jarl's throne (45).



Continue upstairs to a large balcony area (46) where Sindri has set up another shop. Talk to Sindri to learn that the two "men" you overheard are actually gods—Magni and Modi, sons of Thor:

You get some tips on how they fight, too. Upgrade your equipment if you have the resources—you'll need the best you can get for the upcoming fight. (The Dwarf can use the Traveler's Armor Shards and Grisly Trophies to make some nice new chest armor.)

Proceed to the far door; stopping to punch open the chest near the doorway. Climb over the marked block on the right to find the coffin you disentangled earlier; and loot that, too. Follow the wooden walkway to a jump point (47) on the left, and leap across to the marked handhold. Climb around the corner to the right—you can see the glowing Chisel tip off to your right—then jump down onto another wooden platform (48) overlooking the Chisel.



OBJECTIVE: Retrieve a Piece of the Chisel

Press Circle to hop down to the floor—and yes, it is an arena (49). Your arrival triggers a scene: you finally meet the sons of Thor: Magni drops in atop a slain Ogre and lightly tosses it aside like rag doll. He calls for your surrender: "The Allfather demands it." Then Modi drops in, utters some insults, and the battle is on!



THE BASICS

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JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Defeat Magni and Modi!

As Sindri explained, Magni has great strength and wields a huge sword hardened by cyclonic thunder. He's not one for fancy moves, preferring to simply step close and swing hard, but he does have a nifty twirling dodge move, spinning away when things get too hot.

His brother Modi uses mace and shield. Both have six-segment health bars at the bottom of the screen—and thus you can see it will be a long, hard fight. Keep your shield at the ready to block their swings, and keep the Shock Arrows flying.

PHASE I

Focus most of your early attacks on Magni (the big guy). His forte is raw strength rather than cunning, with a simple attack pattern that's easy to anticipate in this first phase: either a big sideways swipe or a brutal overhead slash. Roll away when he winds up, keep your distance until he's done, and then rush in to counterattack.

Keep this up until the first segment of his health bar is nearly empty. At that point, the stunned Asgardian takes a knee, surrounded by a sparkling blue shield that provides impenetrable protection—you can't hit him or use a stun grab. However, a stunned Magni can't attack you, so take advantage and turn all of your attention (both Kratos and Atreus) on Modi.

Modi sticks to basic mace-swinging attacks. He can bang his mace on his shield to imbue his attacks with Frost magic. When he raises his shield for protection, knock it aside with your own shield using Block Break (double-tap of L1) and follow up with a heavy attack swing. When Modi's health bar drops to the same point as Magni's, the brothers are suddenly imbued with lightning and cry out, "*Ódr bróðir blindr!*"



Then Magni slams his sword into Modi's shield to unleash a powerful blinding spell that drops like a thunderstorm over the arena.

PHASE 2

Kratos and Atreus set up back-to-back for this tense sequence. You cannot attack; you can only rotate in a circle and press L1 to block your foes' sudden charges. The key to survival: keep a sharp eye on the orange directional pointer (circled in our shot) that appears whenever one of the brothers is about to make a dash at you.



Rotate quickly so that Kratos faces the direction the indicator is pointing, and then block the moment you see a figure emerge from the blinding fog. If you time it right, Kratos flips the attacker completely over your position. When you do this successfully three times, the blinding fog dissipates and you start fighting again.



PHASES 3 AND 4

Now the pattern repeats: fight again, focusing on Magni first until you stun him, this time when his second health bar segment is nearly depleted. Magni's sword is now infused with lightning on all strikes. Both brothers add ranged attacks to their repertoire as well. Magni stabs the ground then sweeps his mighty sword forward, sending a wide swath of lightning rolling across the arena at Kratos. Meanwhile, Modi flings lightning bombs from his mace, so be ready to dodge.



And that's not all. Magni unleashes a new dash attack and a sudden grab move when you get too close. Break his powerful grip by pressing Square to bring Atreus in for the rescue with an arrow attack on Magni. If you miss the prompt, Magni delivers a painful head-butt to Kratos. But if you hit the prompt, Magni is stunned by the arrow and Kratos delivers the head-butt instead!

When Magni is finally stunned and kneeling again, turn your focus to Modi and knock his health down until the brothers stage another blinding event. Just as before, use the orange pointer to see where the next attack is coming, and rotate Kratos to face it with his shield.

This time you get a new pattern: a feint by one brother, and then a dash-attack by the second. So be ready to rotate from the first orange pointer to a second one that pops up immediately after. Get that shield up to block!



ENDGAME

Now Thor's sons dig deep into their bag of tricks. Both can slam their weapons into the ground to send out a painful and freezing shockwaves. They also execute a mighty toss move, where Magni flings his brother high into the air, and then Modi hits the ground with a thunderous blow that sends a dazing blue blast sweeping across the entire area. Get your shield up when these shockwaves roll toward you.



But Magni is starting to look bloody and unhealthy, so keep him reeling. When you knock Magni's health bar all the way down to zero, he takes a stunned kneel-down but doesn't die. The only way to vanquish him is to knock Modi's health to zero too, before Magni's stun meter empties. If you don't, Magni revives with a new shot of health added to his bar. Note that if you're playing on the harder difficulties, it can be extremely difficult to take down Modi before Magni recovers, so be ready with your most devastating attacks.

When you finally get both brothers' health bars completely empty, you trigger a fight-ending scene.



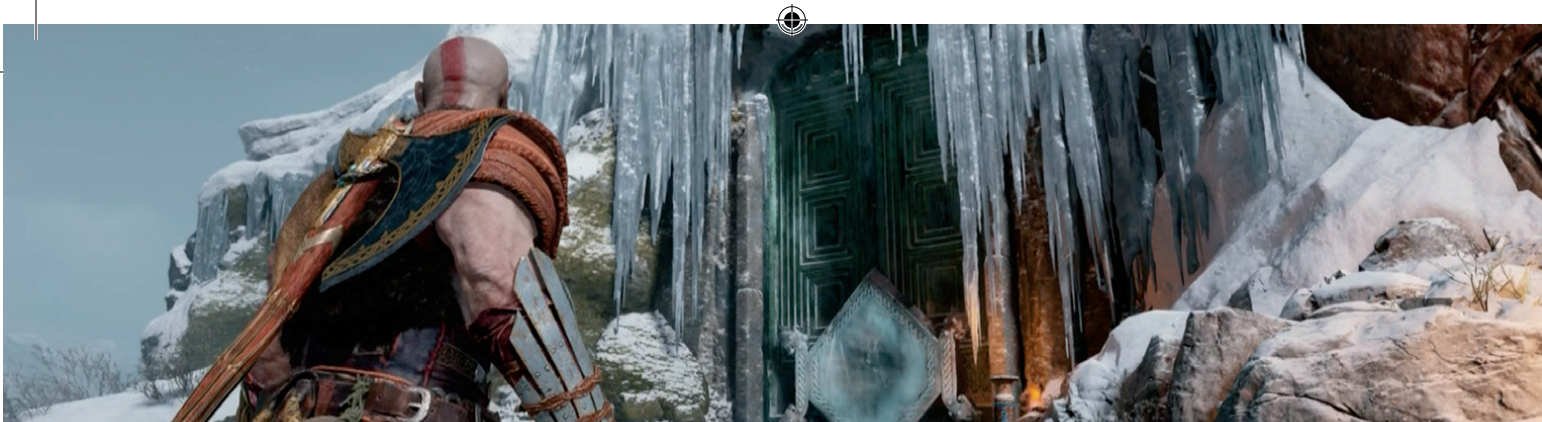
ACQUIRE A CHISEL PIECE

After the fight with Thor's sons, gather all of the pickups. You gain another invaluable Frozen Flame plus, a rare resource, Leiptr Alloy; you also get a lot of steel, Hacksilver, and XP.

Approach the glowing Chisel tip (50) and follow the on-screen directions to hack off a piece. Now you can carve the travel rune to Jötunheim. But of course, you haven't found that yet.

LEVIATHAN AWAKES AGAIN!

Your victory over Thor's sons adds another Frozen Flame to your inventory of resources. Next time you're at a Dwarven shop, be sure to upgrade Leviathan up to Tier V.



BEHIND THE LOCK

Kratos grows concerned as Atreus shows more signs of the strange illness, triggered by rage, that has afflicted his childhood. But the boy insists that he's fine, and pushes to continue the Journey. As Mimir explains, the Chisel lets you open all of those magically sealed doors you've encountered across the realms. One such door is near the Chisel, and it provides an exit from the arena.

JARL'S STRONGHOLD

JOURNEY OBJECTIVES

- ✚ RETURN TO THE BOAT
- ✚ RETURN TO THE LAKE OF NINE

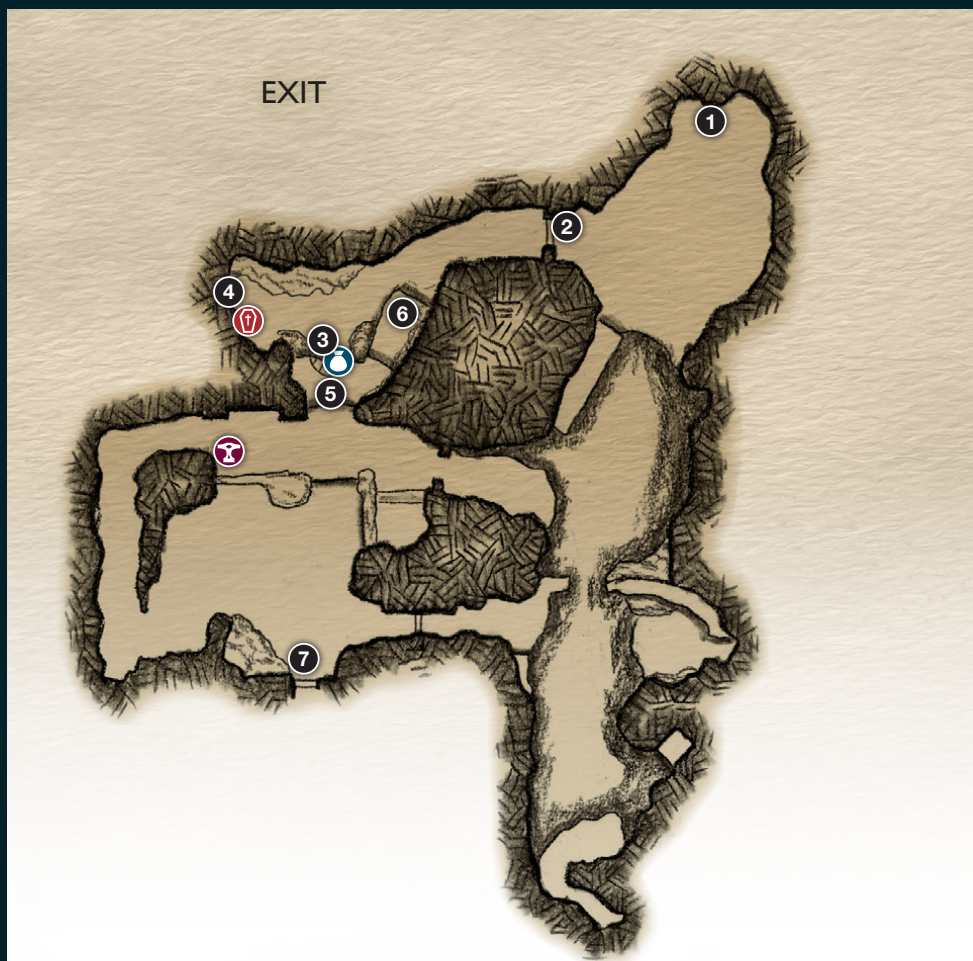
- ✚ GO TO TÝR'S VAULT
- ✚ EXPLORE THE VAULT

NEW ENEMIES

- ✚ NONE

1. MAGIC CHISEL
2. LOCKED DOOR (USE CHISEL)
3. RUNIC GATE
4. CLIMB TOWER
5. MAIN BALCONY / CLIMBING CHAIN
6. LOWER BALCONY
7. LOCKED DOOR (USE CHISEL)

- 📦 CHEST
- 🛥 COFFIN
- 🛒 SHOP



OBJECTIVE: Return to the Boat

BREAK THE EXIT DOOR'S MAGIC SEAL

From the Giant's chisel (1), approach the magically sealed door (2) and press Circle to start a chiseling sequence. Use your left stick to move your Chisel piece around the lock plate. When the Chisel glows, press R2 to strike the plate.

If you hit the right “binding points,” the seal is broken and the lock plate shatters. Now Kratos can pull open the door:



GET THROUGH THE RUNIC GATE

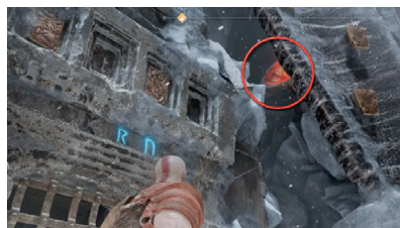
Proceed down the rocky tunnel. It leads through an archway into a short, steep canyon with a heavy iron gate (3) locked by runic seals. You must find and break the three runic seal stones around the area to unlock it. Here's how to find them:



One runic seal stone sits on a high balcony overlooking the canyon. Facing the heavy gate, back up a few steps, turn left, and look up to find it three levels above the archway from which you emerged. It looks pretty far, but you can reach it from here with an axe toss. One down, two to go.



To the right of the gate, look up to spot a Shatter Crystal (circled) glowing in a metal basin on a ledge. Detonate it with a Shock Arrow to shatter the ledge and drop the basin; it falls conveniently behind a coffin covered in red sap. Shoot the crystal again to blast away the sap, and then loot the coffin.



Next to the coffin is a tower (4) with a series of odd decorative rocks running up it. Grab the lowest one and hop upward from rock to rock until you can jump down onto the balcony (5) to your left.

From here, look at the canyon's far wall and spot the decorative wall section with a hole in it. (This one is tricky; see our screenshot.) If you look closely, you see the blue sparkle of the runic seal stone inside the hole. Nail it with an axe toss. Two down, one to go.



This balcony also contains a chain anchor; kick down its chain for access to Sindri's shop below, in the area you passed earlier. But before you climb down, cross the balcony and hop down to a lower balcony (6) outside. Step to where the railing opens up and scan up the opposite canyon wall to spot another runic seal near the top of an icefall. Nail it with Leviathan.



Done! Now you can hop down and go through the now-open Runic Gate (3) to find a dead Troll, an XP pickup, and a large stash of Hacksilver in a chest.

VISIT SINDRI

Climb back up the tower wall (4) to the balcony (5) and drop down to visit Sindri's Shop. Upgrade Leviathan to the next level and check out the newly available Skills. Upgrade your equipment, too! When finished, cross the Banquet Hall to the magically sealed door (7). Play the Chisel minigame to smash the lock. Then open the door and proceed.

LEVIATHAN UPGRADE!

Remember, you picked up a Frozen Flame after you defeated Magni and Modi. Use it at Sindri's Shop to upgrade Leviathan to Tier V!

JARL'S PORT

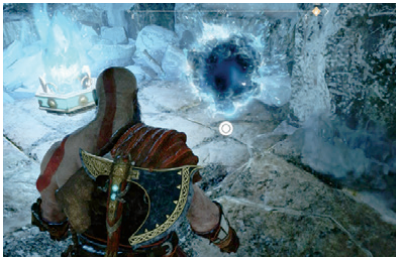
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|-------------------------------|-------------------------|----------------------------|
| 7. EXIT DOOR (USE CHISEL) | 11. YGGDRASIL ROOT | 16. GAP JUMP |
| 8. SAP-COVERED COFFIN | 12. PORT ENTRY | 17. EXIT DOOR (USE CHISEL) |
| 9. CRYSTAL STAND (REALM TEAR) | 13. LOWER TRAM PLATFORM | 1. CHEST |
| 10. CRYSTAL (CEILING) | 14. UPPER TRAM PLATFORM | 2. COFFIN |
| | 15. TRAM CRANK-WHEEL | 3. REALM TEAR |



EXPLORE THE CORRIDOR

From the magic door (7), follow the corridor: A coffin covered in red sap sits behind some debris in one side alcove (8), and an empty crystal stand sits in another alcove (9). Continue around the corner and look up to see a huge decorative plate (10) held up by dripping red sap on collapsing ceiling beams. It has a blue crystal in the center:

A little farther down the hall, you find an Yggdrasil root (11) full of Shatter Crystal sitting behind some wooden debris in yet another alcove. Smash through to reach the root, grab a chunk of crystal, and then go back to the plate (10) in the rafters. Toss your Shatter Crystal at the red sap and shoot it with a Shock Arrow to blast the blue crystal out of the plate. Grab it and go install it in the empty crystal stand (9). Toggle Atreus' quiver to Light Arrows and shoot one into the crystal. A Realm Tear appears. Close it!



Go back to the Yggdrasil root (11) and grab another chunk of Shatter Crystal. Return to the sap-covered coffin, toss the crystal, toggle Atreus' quiver back to Shock Arrows, and shoot one into the crystal to blast away the sap. Loot the coffin to find some nice rewards.

Continue to the corridor's end and open the doors to discover a shipping port (12) facility. Kratos spots an exit on the far side—another magically sealed door; this one directly beneath Thamur's massive thumb.

FIND A WAY ACROSS THE PORT

From the entrance, head to the right, go around the corner, and boost Atreus up the yellow-marked wood planks onto the lower tram platform (13). Then head to the far side of the port and look up at the tramcar (14). Toss Leviathan at the discs on the cable connecting the car to the upper tram platform. This sends the car sliding down the tramline to the lower platform.



Atreus automatically hops onto the tram. When he's aboard, turn the crank-wheel (15) to pull the tram back up the tramline to the upper platform. Before you let go of the wheel, throw Leviathan at the gearwheel on top of the tram to freeze it in place. (If you don't, the tram slides back down to the lower platform when you let go of the crank-wheel.)



Don't recall Leviathan just yet; you need the tram to stay frozen in place for a minute. Approach the upper platform and press Square to have Atreus toss down a climbing chain. Climb up and step onto the tramcar. Then recall your axe to release the gearwheel and send the car careening down to the lower tram platform.

When you arrive, punch open the chest to the right, and then go leap across the gap (16) in the walkway. Follow the walkway down to the exit door (17) and use the Chisel to open it. Then step into the same collapsed armory you passed through earlier:

NORTHERN DOCK AND LAKE OF NINE

17. DOOR FROM PORT
18. CLIMB CHAIN

19. HIDDEN CHAMBER OF ODIN
(TO JÖTNAR SHRINE)
20. NORTHERN DOCK (BOAT)

21. OARSMEN STATUES
22. TEMPLE DOCK / TÝR'S
VAULT ENTRY

🗳️ CHEST
🛥️ COFFIN

👤 LEGENDARY CHEST
📖 LORE
🌀 MYSTIC GATEWAY



OPTIONAL: EXPLORE THE HIDDEN CHAMBER OF ODIN

After you open the door from the port (17), cross the armory to the chain (18) and climb out of the room. Follow the passage to emerge onto the Northern Dock area where you first arrived. Here you can veer rightward to another magically sealed door (19) and chisel it open. This door leads into one of the seven Hidden Chambers of Odin scattered throughout the realms.



The chamber ultimately leads to a powerful Valkyrie named Gunnr; and approaching her begins the first Valkyries challenge, "Prove Your Valor." We cover this optional encounter (and all Valkyrie encounters) in the "Valkyries" section of our **Favors** chapter.

But for the purposes of this main story walkthrough, we enter the chamber for two reasons: one, to introduce the concept of the Hidden Chambers; and two, to find an interesting piece of Lore. Just inside the door you find a Jötunn Shrine telling the story of Thaur, the Giant stonemason.

THAMUR

Find this Jötunn Shrine in the Hidden Chamber of Odin off the Northern Dock area at the end of Mason's Channel. (You can't open the chamber until you acquire the Chisel piece from Thaur's magic Chisel.)



LORE

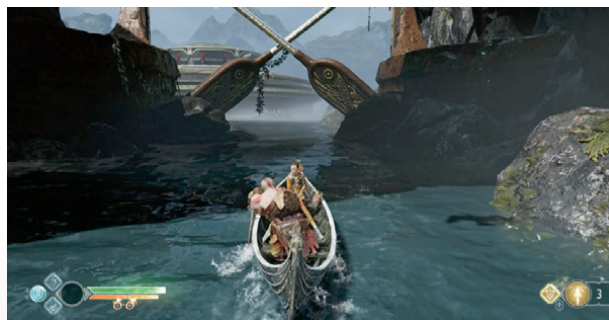
If you ride the chamber's elevator down, you can also find a Mystic Gateway, a coffin, and two regular chests, all of which you can loot without facing the Valkyrie if you want. But if you feel up to the challenge...

RETURN TO THE BOAT

Exit the Hidden Chamber of Odin, turn right, and head down the slope to the Northern Dock (20) where your boat is moored.

OBJECTIVE: Return to the Lake of Nine

Hop in the boat and retrace your route down Mason's Channel, then out through the oarsmen statues (21) into the Lake of Nine. As you paddle, listen to Mimir describe your next destination. This vault is where you'll find the Black Runestone, the one that allows realm travel to Jötunheim.



OBJECTIVE: Go to Týr's Vault

Row across the lake and veer around the left side of the temple to the flag-marked boat dock (22) to disembark. The magically locked door to Týr's Vault is just a few steps down the walkway from the dock. Use the Chisel method to break the lock plate, then open the doors.



EXPLORE THE VAULT

Proceed upstairs into the big round hall—the game calls it "Týr's Bridge Interior;" so you're not in the actual vault yet. Approach the already opened Jötunn Shrine cabinet on the left to discover that the entire center panel has been torn off! (Note that the Jötunn Shrine doesn't get logged in your journal.) Then go check out the nearby sand bowl.



Atreus' attempt to give his father a rune-reading lesson is interrupted by Modi, who gets the drop on Kratos and induces a rage overload in Atreus. Watch the dramatic scene unfold until the Spartan Rage prompt (R3 + L3) appears on-screen, and hit that button combination. Watch as Kratos first un-maces Thor's sniveling son, and then ends up holding his own stricken son.



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GOD OF WAR TEAM

THE ART OF GOD OF WAR



THE SICKNESS

Modi's taunts have triggered a black malady in Atreus. Now the boy's father must follow Mimir's advice and deliver the stricken, unconscious lad to Freya. To heal his son, Kratos is forced down a dark path that leads first to a reckoning with his own vengeful past...and then on to the gates of a frigid underworld.

JOURNEY OBJECTIVES

- ✚ Ask Freya for help
- ✚ Use Freya's boat to return home
- ✚ Return to the Realm Travel Room
- ✚ Realm-travel to Helheim
- ✚ Reach the Bridge Keeper

NEW ENEMIES

- ✚ Hel-Brood
- ✚ Hel-Traveler
- ✚ Boss: The Bridge Keeper

OBJECTIVE: Ask Freya for Help

Carry Atreus out to the boat and start rowing. By now you know the way back to Freya's Cave (formerly Witch's Cave), but remember that the World Serpent ate the top half of the Thor statue. You still steer between Thor's feet to reach the cave's entrance channel (the cave opening left of Muspelheim Tower), but the God of Thunder's upper half is somewhere in the serpent's gullet.



As you row up the channel, Mimir points out that Thor will be furious and likely seek revenge, but fortunately Freya's forest is a "blind spot" for him. When you reach the cave's dock, debark and ride the elevator. On the way up, you hear the World Serpent's Horn in the distance, and Mimir notes it as well. At the top, carry Atreus up the walkway to Freya's door:

Approaching the door triggers a scene: Freya agrees to cure Atreus, but she has a fairly shocking ingredient request—the heart of Helheim's Bridge Keeper. She also explains that a Frost axe like Leviathan will be useless against foes in the frozen realm: "You'll need to find something else." Finally, she etches the rune that will open the bridge to Helheim for Kratos. Before he uses it, Kratos must head home to pick up "something else."



Objective: Use Freya's Boat to Return Home

Freya orders the great turtle to raise her house so you can exit into her garden and use her boat to return home. Step outside, proceed to the dock directly ahead, and hop in the flower-covered boat. Watch as Kratos simply rides the river current downstream, briefly adding a "passenger" along the way.



When the boat auto-docks at Kratos' pier, follow the path up to the front yard to face an ambush by a crew of Hel-Reaver Lords. Remember, Leviathan is useless against them, so stick to fist/shield bashes, working to stun and grab. When you finally clear the yard, note that a new Mystic Gateway has appeared over on the edge of the property.

Open the front door of the house to trigger a long scene: Kratos extracts a pair of rusty, beaten old Blades. They look nondescript, but fans of the *God of War* series will recognize them immediately. These are the chained Blades of Chaos, forged by Ares himself, the original God of War. When Kratos wields them, they become infused with the blistering fires of Hades. Watch his encounter in the doorway, then step outside to give the old Blades a whirl.



Objective: Return to the Realm Travel Room

USE THE BLADES OF CHAOS TO CLEAR THE YARD

Start by experimenting with attacks, light and heavy. It's immediately apparent that the burning Blades are far more damaging to Hel-Walkers than your other attacks. Although not technically long-range weapons, the Blades have chains attached that give them quite a long reach.



Despite facing an entire platoon of Hel-Reavers covered in ice armor, Kratos slices them up like a hot knife through gelato. When the one-sided battle is over, head to the Mystic Gateway and use it to travel to the gateway by Brok's Shop inside Týr's Temple.



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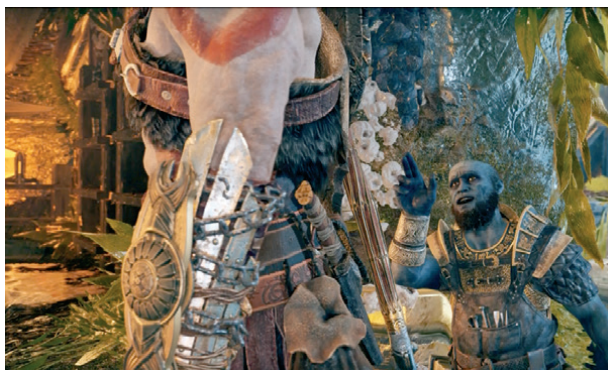
FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

OBJECTIVE: Realm Travel to Helheim

When you arrive, a short scene plays: Brok admires Kratos' new weapon and offers his help. Upgrade any equipment you can at his shop, and then step back and check out all the sweet new Skills available for the Blades of Chaos.



BUFF THE BLADES

You should have accrued enough XP at this point to buy up a number of lower-level blade Skills. We like launching enemies with Rising Fury, and Chaos Spear lets you impale foes from long range, then pull them close for quick finishing strikes. Pick the Skills that best suit your playstyle. Better yet, buy them all!



When your purchasing frenzy is over, head across the nearby light bridge and enter the Realm Travel Room. Cross the tree roots to the travel table and activate it. Use the left stick to rotate the bridge model to Helheim. Then press X to activate the actual bridge, connecting it to the realm of Helheim.



TÝR'S TEMPLE AND BRIDGE

1. REALM TRAVEL TABLE
2. TRAVEL CHAMBER EXIT
3. ICE PASSAGE
4. BRAMBLE BARRIER
5. CLIMB LEDGE TO CHEST
6. ARCHWAY
7. OUTER GATE OF HELHEIM

- ARTIFACT
- CHEST
- LEGENDARY CHEST
- MYSTIC GATEWAY
- RAVEN
- SHOP



OBJECTIVE: Reach the Bridge Keeper

They say the Helheim Bridge Keeper has a good heart. Let's go take it from him, shall we? When the tree roots reappear, exit the travel table platform **(1)** and open the Helheim travel door directly ahead **(2)**. Continue past Brok's shop to the bridge entry door:

WORK ACROSS THE REALM TRAVEL BRIDGE

Step outside to see how Týr's Bridge now leads into a frozen wasteland. Find the Brooch (part of a new Artifact set called "Family Heirloom") over to the far right, then approach the frozen gap **(3)** in the center of the bridge.



BROOCH

When you first step onto the realm travel bridge after exiting Týr's Temple in Helheim, turn right to find this Artifact in the far corner of the frozen platform.

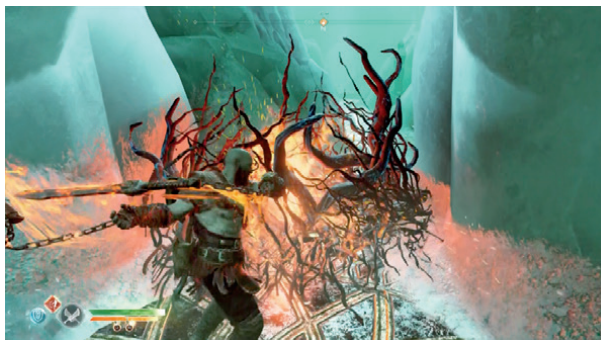


ARTIFACT

As you push forward down the bridge, a squad of Hel-Reaver Lords rushes out to attack. Waste them with your red-hot Blades. Watch out for a lone Hel-Shadow Archer too, tossing ice spears! After you clear the area, loot the Legendary Chest; the reward is the first Light Runic Attack for your Blades of Chaos.



Approach the tangle of Brambles **(4)** blocking the next gap. You may recall that this type of obstruction was previously impenetrable. But now you've got a flame-imbued weapon that can burn Brambles quickly into cinders.



FIGHT OFF THE HEL-BROOD

Proceed through the gap and be ready to face a new foe, the Hel-Brood. This is a highly agile creature that attacks in swarming packs. The Blades of Chaos are effective against all Hel-Walkers, but particularly lethal against these creepy low-health foes. Runic Attacks with area-knockback effect are useful too. Hit fast, keep swinging, and keep backing up to avoid getting swarmed or flanked.



If a Hel-Brood manages to flank you and jump at your back, the monster clamps a chokehold on Kratos. Rapidly tap Circle to elbow the hissing creature off. Also, note that Hel-Brood explode as they die. The damage caused is indiscriminate, so keep your distance but try to kill Hel-Brood that can hurt nearby enemies.



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Hel-Brood

Listen for the bone-chilling metallic hiss of the Hel-Brood! This highly agile foe runs in packs and relies on numbers to overwhelm its prey. Its primary attack is a high, double-somersaulting leap, followed by a downward strike with two sharp, spear-like claws formed of ice magic.



The Hel-Brood can also execute a swift grab attack, latching on to Kratos from behind. Elbow off the attacker quickly to minimize damage. Hel-Brood detonate on death, damaging other nearby enemies. Luckily, this explosion does not damage Kratos.

After you clear the area, glance up to see a chest sitting high on an ice balcony (we'll reach it shortly). Then slice through the nearby Bramble thicket to find another chest in a side alcove of ice. Continue along the bridge span.

WIND TRAPS

As you proceed across the bridge, you see a number of ball-shaped devices that glow green—devices you've seen in other places along the Journey. These are wind traps, for a special kind of wind. You'll use them soon enough.



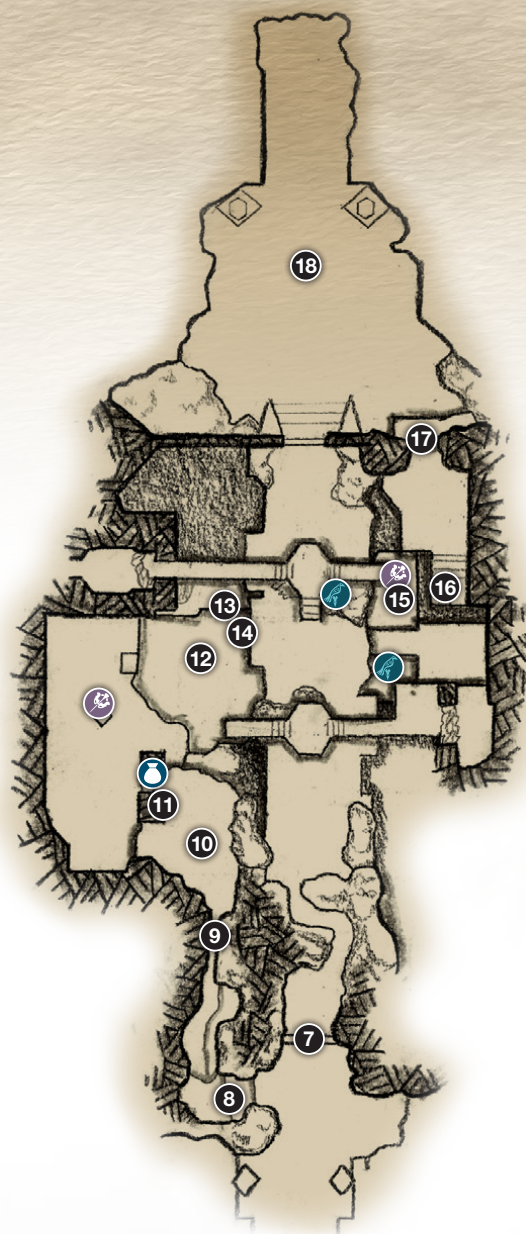
When you hop over the fallen statue into the next area, another horde of Hel-Walkers launches an assault. This is a tough mix of Hel-Shadow Archers flinging ice spears from long range as a swarm of Hel-Brood dash in for close attacks. Rely on constant movement to avoid spears and dodge any jump attacks from behind.



After you clear this area, climb up the marked ledge (5) to reach the chest you spotted earlier. Then go burn the Brambles blocking the archway (6) and follow the dead horde across the bridge to the locked Outer Gate of Helheim (7). You'll need to find a detour around it.

PATH TO THE GUARDIAN

- | | |
|------------------------------|--------------------------------------|
| 7. OUTER GATE OF HELHEIM | 15. BURN CEILING BRAMBLES (ARTIFACT) |
| 8. JUMP DOWN HERE | 16. STAIRS TO RED SAP BARRIER |
| 9. NARROW LEDGE SLIDE | 17. CLIMB WALL |
| 10. GUARD PATROLS | 18. GUARDIAN'S ARENA |
| 11. CLIMB PILLAR | ARTIFACT |
| 12. FLOOR DROPS (HEL-VIKEN!) | CHEST |
| 13. CLIMB WALL | RAVEN |
| 14. COLUMN FALLS HERE | |



DETOUR AROUND THE GATES

Burn through more Brambles on the left side of the bridge (8) and hop down into the icy crevasse. Follow it to another Bramble bush (9) that leads to a narrow ledge you must slide across sideways.



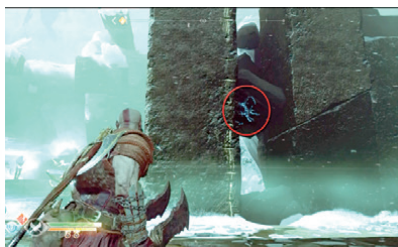
You emerge into an area (10) under the Helheim bridge patrolled by two Hel-Reaver Guards. Block Break through their shields and slice them up with your Blades, then eviscerate the Hel-Reaver Lords who drop down to join the fight.

Afterward, burn away the two patches of Brambles. One leads to a small niche with a chest; the other uncovers a yellow-marked crack (11) that runs up a pillar. Climb the pillar; swing around its corners to the left, hop across to the next pillar; and climb down. As you descend the pillar; notice the chest sitting on top of some rocks wedged between the two pillars and held up by Bramble patches.



When you reach the ground, wipe out the Hel-Reaver Archers who attack. (This is a great fight for using the Chaos Spear Skill if you've got it. You can pull the Archers out of their long-range comfort zone right into close quarters, where they're weak.) Then approach the crevice between the pillars you climbed, press L2 to aim at the Bramble bush (circled) on the bottom, and hit R1 to burn it away; the wedged rocks loosen a bit. Walk around the pillars and burn the Brambles on the other side to free the rocks, which drop down. Go back around to the first side and loot the fallen chest.

Walk around the pillars and burn the Brambles on the other side to free the rocks, which drop down. Go back around to the other side and loot the fallen chest.



Go stand in the corner with weapon racks on each wall then turn around and look up the nearby blackened pillar to spot another Bramble patch clinging near the top. Target it with your Blades to cut loose an Artifact.

LONG-SHOT METHOD

To hit targets above you with the Blades of Chaos, hold L2 to aim, then press R1 to fling the Blades.

BROOCH

After you climb across the two tall pillars with the chest stuck in Brambles between them, you descend into a weapon armory. Stand in the corner with the weapon racks and look up to spot another Bramble bush up high on the nearby pillar. Burn the Brambles to drop an Artifact for pickup.



ARTIFACT

SURVIVE THE SUNKEN ARENA

This area appears to be an armory, with rows of weapons lining the walls. Walk across the space, heading toward the opposite wall (12), to trigger a sudden explosion: the floor sinks, turning the area into an arena-like bowl just as a powerful Hel-Viken pops up to visit.



You met one of these fellows earlier in the Mountain, but this time you don't have Atreus to distract him. You'll have to be more careful to evade his thundering overhead mace slams. But your new Blades of Chaos let you inflict much better damage than in the previous fight. Remember; he flashes just before unleashing his heavy hits—yellow if they can be parried, red if they're unblockable. Dodge backwards to evade the Hel-Viken's horizontal swings, and dodge sideways to dodge his overhead slams.



SAVE YOUR RAGE

The battles with the Hel-Viken and the large Hel-Walker squad that follows him would normally be good ones for unleashing your Spartan Rage. But it's better to save the rage for your impending meeting with the Helheim Bridge Keeper.

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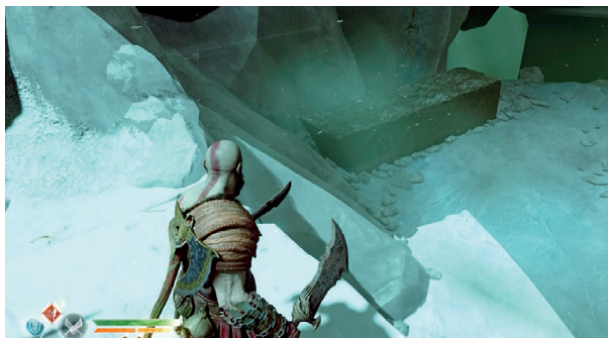
GOD OF WAR TEAM

THE ART OF GOD OF WAR

As you fight, the Hel-Viken, a squad of mixed Hel-Walkers drops in to play. Clear them out, then burn the low Brambles to reveal a marked wall—it leads back up where you came from,



so you don't need to use it here. Instead, climb up the other marked wall (13) to get within range of a Bramble bush (circled in our shot) holding up a leaning stone column. Burn that bush so the column falls to the floor (14), giving you a platform to reach the crack on the high wall and climb out of the arena.



FIND THE GUARDIAN

At the top, burn through more Brambles to get through a narrow passage. Follow the path that leads under the bridge to another marked wall. On the way, however, look up to spot a Bramble patch hanging on the underside of a walkway bridge (15). Burn it with your Blades to drop an Artifact. Then continue to the marked wall and climb to the top.

BROOCH

After you climb out of the sunken arena where you faced the Hel-Viken, follow the path and spot the Brambles up high on the underside of the walkway bridge. Burn them to drop the Brooch to the ground for pickup.



ARTIFACT

Here you see a staircase (16) off to the right that leads across a jumpable gap to a passage blocked by a red sap barrier. Without Atreus and his Shock Arrows, you cannot destroy this barrier yet, so climb the next marked wall (17) to trigger a short scene: Kratos emerges onto a small plateau overlooking the Bridge of the Damned. Across the plaza, the towering Bridge Keeper oversees the damned who troop pathetically past him. When control returns, hop off the plateau and head for the Troll.



Defeat the Bridge Keeper!

The Helheim Bridge Keeper has a name: Máttugr Helson. He's a Troll by species, but far more capable than your average Troll. In the opening cut scene, a swirling green magical energy called the Winds of Hel jumps from a wind trap on the Helheim gate into a receptacle on the Bridge Keeper's massive pillar.



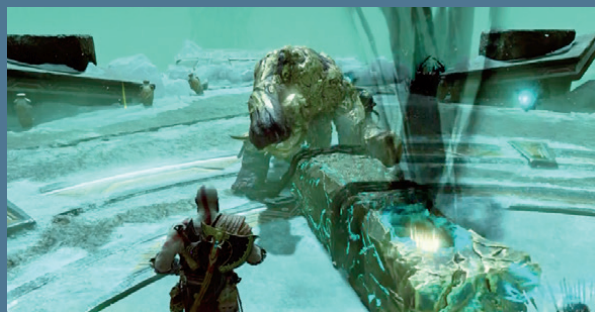
The Bridge Keeper starts swinging the pillar, making teleport jumps across the arena toward you, so roll sideways to avoid taking hits. Notice that each swing of the pillar emits a floating green magical orb, hovering in the arena. These orbs slowly track Kratos and inflict damage if they hit. Use L2 to aim at an approaching orb, then press R1 to destroy it. Note that circling to evade orbs works too, because they extinguish after a few seconds.



At the start, stay just inside the farthest range of your Blades of Chaos, circling the Bridge Keeper and striking when you can. Like other Trolls,



he has a long-range fissure attack. He hammers the ground multiple times with his pillar; each slam sends a damaging blue eruption rolling across the arena toward Kratos. The eruptions move fast, so dodge fast!



When the Bridge Keeper finishes this series of ground slams, he's momentarily expended and kneels, leaning on his pillar. Take advantage of this opening to punish him with your Blades.

Be ready, though—after you land a few blade strikes, he suddenly teleports to safety elsewhere in the arena. He can also raise the pillar over his head for a deadly horizontal slam to the ground.

RAGE WHEN YOUR HEALTH IS LOW

Remember that unleashing your Spartan Rage not only imbues your punches with damaging power but also replenishes Kratos' health. If you have Spartan Rage available, save it for when your health bar is dangerously low. A barrage of rage-fueled punches can reduce the Bridge Keeper's health by an entire bar segment!

The Bridge

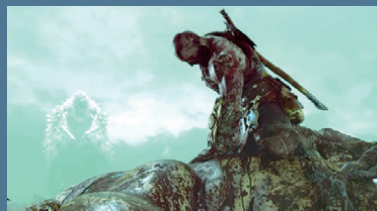
Keeper also has an exasperating defensive move. Glowing bright blue, he expels a powerful Hel-gale to blow



Kratos backward. He also summons Hel-Brood from the ground to serve as minions in the fight. Watch your back! And finally, after you knock down the Keeper's health a bit, he starts conjuring up handfuls of ice shards that he flings at Kratos with concussive force.

In general, this battle puts a premium on mobility. Keep trying to get behind the Bridge Keeper to administer a few slashes in his backside. This inflicts heavy damage on the monster. Continue circling and rolling, be patient, and keep an eye out for the green Healthstones that appear regularly all around the arena. You'll need their replenishment in this fight.

When you finally get the Bridge Keeper stunned and the R3 prompt appears, finish off the big guy and watch the somewhat grisly aftermath. Kratos needs the Troll's heart, after all. His son's health hangs in the balance. As Mimir says, "You'll have to get your hands dirty." Press R1 to slice open the Bridge Keeper's chest, then quickly tap R1 repeatedly to pry it open.



CHAOS FLAME

When you defeat the Bridge Keeper, he drops an item called a Chaos Flame. Be sure to pick it up! This lets you upgrade the Blades of Chaos to their next level at any Dwarf shop.

ROUTE THROUGH THE HELHEIM GATES

- | | |
|----------------------------------------|----------------------------------------|
| 18. THE BRIDGE KEEPER'S ARENA | 25. WIND TRAP ON CHAMBER DOOR |
| 19. WIND TRAP ON PODIUM | 26. TUNNEL ENTRY (BURN BRAMBLES) |
| 20. WIND TRAP ON INNER GATE OF HELHEIM | 27. WIND TRAP ON OUTER GATE OF HELHEIM |
| 21. WIND TRAP ON SMALL GATE | 👤 CHEST |
| 22. WIND TRAP ON SMALL GATE | 👤 COFFIN |
| 23. CLIMB ONTO WALKWAY | |
| 24. TARGET TRAP (22) FROM HERE | |

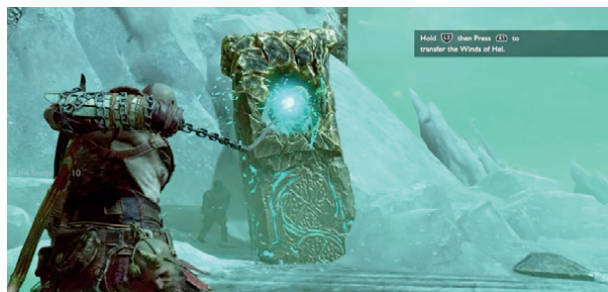


OBJECTIVE: Return to the Realm Travel Room

LEARN HOW TO CAPTURE AND TRANSFER THE WINDS OF HEL

After the fight, loot the chest hidden behind Brambles in the back of the arena, near where the Bridge of the Damned leads deeper into Helheim. Then approach the glowing green ball device on the podium (19) and press Circle to trigger a quick scene: Brok appears and takes the Blades of Chaos. Then he slips between realms for a second and returns with the weapons upgraded to handle a powerful new form of energy.

Follow Brok's instructions to capture the Winds of Hel currently housed in the "magical glowy bit" (called a wind trap) on the podium. Simply wield the Blades, hold L2 and target the glowing trap, then press R1 to throw. When your Blades hit the trap, they absorb the Winds of Hel energy, pulling it completely out of the trap. Infused with the energy, the Blades start glowing green themselves!



WIND TIMER

The Winds of Hel are unstable, so your Blades can retain the green energy for only 10 seconds before it automatically zaps back into the wind trap from which you extracted it. The moment you capture the winds with your blade, a "Winds of Hel Energy" timer appears on the left side of the screen, counting down the seconds from 10.0.

You have 10 seconds to transfer the winds into any nearby empty wind trap. These traps are the glowing ball-shaped devices you've seen not only here in Helheim, but also elsewhere in the realms. To make the transfer, aim your Blades at an empty wind trap and press R1 to throw. The Blades strike the trap and release their Winds of Hel energy into it. Use this technique



to transfer the winds into the trap in the middle of the massive Inner Gate of Helheim (20). This energy powers up the gate's massive lock plate, which slides apart, unlocked.

USE THE WINDS TO MOVE ACROSS THE BRIDGE

Open the now-unlocked Inner Gate and step through the gateway. The big gate closes behind you, but it has a wind-filled trap on that side that you can target. Spot the next wind trap up ahead on a small gate to the right (21), then transfer the Winds of Hel from the big gate to the small gate, which automatically opens.

Head through the small gate to find a hovering pair of Ice Nightmares waiting for you. Unfortunately, you can't rely on Atreus' marksmanship to knock them down, so you have to target the fliers with your Blades, and pull them down. A Hel-Reaver Lord also makes a run.

After you defeat them, transfer the Winds of Hel from the last gate to the next wind trap, which opens another small gate (22) under the next walkway on the bridge ahead.



Proceed into the next bridge section, which features a guard contingent of Hel-Reaver Lords and Hel-Brood. Wipe them out and find the next wind trap on a chamber door (25) leading back under the walkway. This trap is trickier to activate. If you go back and try to capture the winds from the last trap (22) while standing on the ground, its gate closes quickly and blocks your progress.

So instead, climb up the marked spot (23) onto the walkway platform, turn right, and go to the far end blocked by a red sap barrier. (Remember, you can't detonate red sap until Atreus rejoins you with his Shock Arrows.) Stand at a spot (24) on the balcony where you can target the active wind trap (22) on the gate below.



Toss the Blades to capture the winds, sprint down the walkway to hop down at the next trap (25), and release the winds into it. Enter the small chamber that opens and loot the coffin inside.



OPEN THE OUTER GATE OF HELHEIM

Burn through the Brambles blocking a low tunnel entrance (26) and enter. The tunnel leads all the way to the Outer Gate of Helheim (27) and a nearby chest. Turn back to face the tunnel and find another active trap to the right and above the tunnel opening. Transfer the winds from that trap to the Outer Gate's inactive trap (the one on the right side) to unlock the gate. Push it open and step onto the Helheim entry bridge.



TÝR'S BRIDGE AND TEMPLE

- 27. OUTER GATE OF HELHEIM
- 28. WIND TRAP ON PODIUM
- 29. WIND TRAP ON ARCHWAY
- 30. WIND TRAP ON STATUE'S SWORD
- 31. WIND TRAP ON STATUE'S BACK
- 32. WIND TRAP ON RING (INSIDE EDGE)
- 33. WIND TRAP ON BRIDGE RAILING

- 34. WIND TRAP ON BRIDGE RAILING
- 35. WIND TRAP ON CHAMBER DOOR (LEGENDARY CHEST)
- 36. REALM TRAVEL ROOM
- COFFIN
- LEGENDARY CHEST
- MYSTIC GATEWAY
- SHOP



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KEEP MOVING THE WINDS OF HEL ALONG TYR'S BRIDGE

Capture the Winds of Hel from one of the wind traps on the Outer Gate (27) and transfer it to the trap on the chamber door to the right of the gate.



When the chamber opens, loot the coffin inside. Recapture the winds and transfer it to the next wind trap (28) (circled) in the podium on the right side of the entry bridge. Just past this trap down the bridge, you see a new foe, the Hel-Traveler; kneeling and polishing his sword with frightening calm.



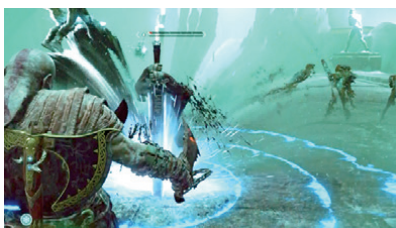
DEFEAT THE HEL-TRAVELER

This is a tough fight. All you can do is patiently chip away at his durable armor and then quickly evade when he winds up to strike. His basic attacks (overhead chop, sideways slice, sudden sword-first dash) are the same as you saw earlier in the Traveler Champion.



The Hel-Traveler can also drive his sword tip straight down into the ground to send out freezing blue shockwaves that inflict damage and slowed status if you don't block them. Without Atreus to distract the knight, you must keep on the move and wait until he finishes his moves to make your counterattack.

Late in the fight, when his health drops into the last bar segment, you knock off the Hel-Traveler's helm. His fury increases, but you've got him on the ropes. Stay sharp for just a few more swings, dodging and countering until he finally falls.



After you beat the Hel-Traveler, pick up the Traveler's Grisly Trophies and Traveler's



Armor Shards he drops. Move the Winds of Hel from its current wind trap (28) to the next one (29) (circled) up the bridge, just left of the big Helheim archway.

Hel-Traveler



The Hel-Traveler is the Hel-Walker version of the heavily armored Traveler, and features the same rugged durability. He approaches with frightening, deliberate slowness, then suddenly unleashes his sword combos—either spinning side-swings or overhead slashes.

Evade and counter, taking advantage of his pause after each big swing. Be wary of his blazing-fast dash attack with sword extended. This knight can also jam his sword tip into the ground, sending out a shockwave that inflicts slowed status on anyone caught within the radius.

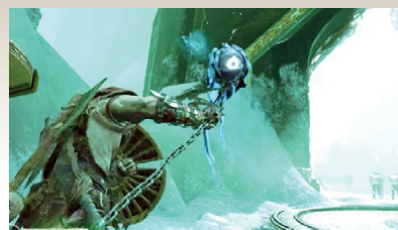
Go through the archway to onto Týr's Bridge, where you find more Ice Nightmares and Hel-Reaver Lords lurking. Once you clear them out, move the



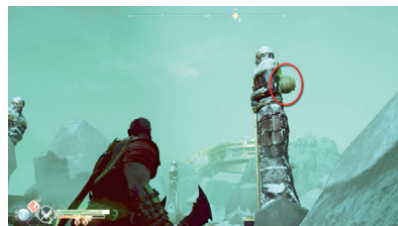
Winds of Hel from the archway trap (29) to the next wind trap at the tip of the sword on the soldier statue (30) ahead to the right.

WEAPONIZING YOUR NIGHTMARES

Here's a fun tip: If you hold L2, target an Ice Nightmare (or any Nightmare variant), and press L1 to spear it, Kratos yanks the beast back to grab it. Then he tosses it into any other foe he's facing.



Run ahead, hopping over the fallen statue (same one you hopped earlier on the way in) and clearing the Hel-Reavers out of the next area. Then move the Winds of Hel from the current spot (30) to the trap on the back of the first soldier statue on the right (31). You have to get around to the side of the statue to spot it.



Push ahead down the bridge and clear out any other Hel-Walker creatures you find, all the way to the temple. Then move the Winds of Hel from the back of the soldier statue (31) to the wind trap high on the inside of the ring (32) of the big ring structure. (Note that one of Odin's Ravens is perched on this trap!)



Next, capture the winds from the ring (32), sprint up the stairs on the left side of the bridge, then release it into the wind trap (33) on the far-left bridge railing, nearly hidden by snow mounds.



Circle the snow mounds to find that same wind trap (33) from the other side. (You're now in the area just outside Týr's Temple.) Move the Winds of Hel from that trap to another one on the opposite bridge railing (34). Note that this next trap sits above a staircase that runs down to a lower platform.



Capture the Winds of Hel from that wind trap (34), hop down into the stairwell, and sprint out to see a wind trap (35) on the door of another small chamber. Transfer the winds to that trap to open the chamber door and reveal a Legendary Chest inside. Loot it for a valuable reward.



Finally, enter the temple's exterior chamber and visit Brok's shop to spruce up your equipment. In particular, get the Blades Upgrade II, made available when you picked up the Chaos Flame after defeating the Helheim Bridge Keeper. Remember that you can sell your Artifacts to Brok for lots of Hacksilver. When finished, return to the Realm Travel Room.

OBJECTIVE: Realm-Travel Back to Midgard

Access the travel table (36) and press Triangle to return to Midgard.

OBJECTIVE: Deliver the Heart to Freya

Exit the travel chamber. Brok calls out that he's made improvements to his Mystic Gateway; he says you can use it now "to travel to and from." Access the gateway and move the map cursor over the gateway in the Witch's Cave Upper Level and press X to confirm the travel.







When you arrive, climb the walkway to Freya's door and open it to trigger a scene. Before you exit, stick around a while to hear additional conversation between Atreus and Freya that fills in some important backstory.



FREYA'S CAVE AND SANCTUARY, AND HELHEIM

Before you return to Týr's Vault to seek the Black Rune, your new Chisel and the newly acquired Winds of Hel transfer Skill give you the ability to pick up more treasure around Freya's house. And now that Atreus and his Shock Arrows are reunited with Kratos, you can also score some goodies back on the approach to Helheim. This is an optional area for exploration.

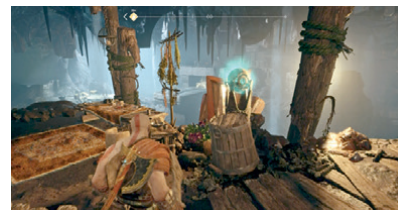
FREYA'S CAVE

- | | |
|------------------------------|-----------------------------------------------------------------------------------------------------|
| 1. EXIT FROM FREYA'S HOUSE | 11. MOVE PALLET TO MIDPOINT |
| 2. WIND TRAP ON CHAMBER DOOR | 12. CAPTURE WINDS FROM 10, JUMP TO PALLET |
| 3. WIND TRAP ON STAND | 13. WIND TRAP ON CHAMBER DOOR |
| 4. CAPTURE WINDS FROM 3 | 14. OLD STONE WELL (BOTTOM) |
| 5. WIND TRAP |  CIPHER CHEST |
| 6. LIGHT BRIDGE |  CHEST |
| 7. CLIMB WALL |  COFFIN |
| 8. HIDDEN CHAMBER OF ODIN |  LEGENDARY CHEST |
| 9. CAPTURE WINDS FROM 5 |  MYSTIC GETAWAY |
| 10. WIND TRAP ON PLATFORM | |

OBJECTIVE: Explore Freya's Cave Again

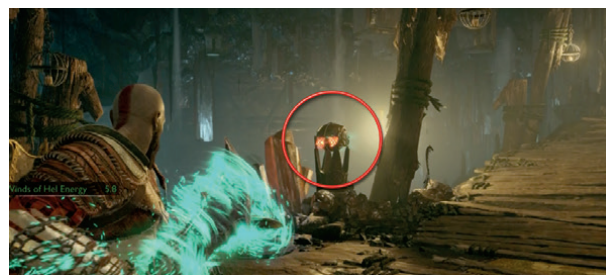
OPTIONAL: USE YOUR NEW TOOLS TO EXPLORE THE CAVE AGAIN

Exit the house (1) into the cave and descend the wooden walkway. (This triggers the beginning of the next chapter, "The Black Rune," but here you

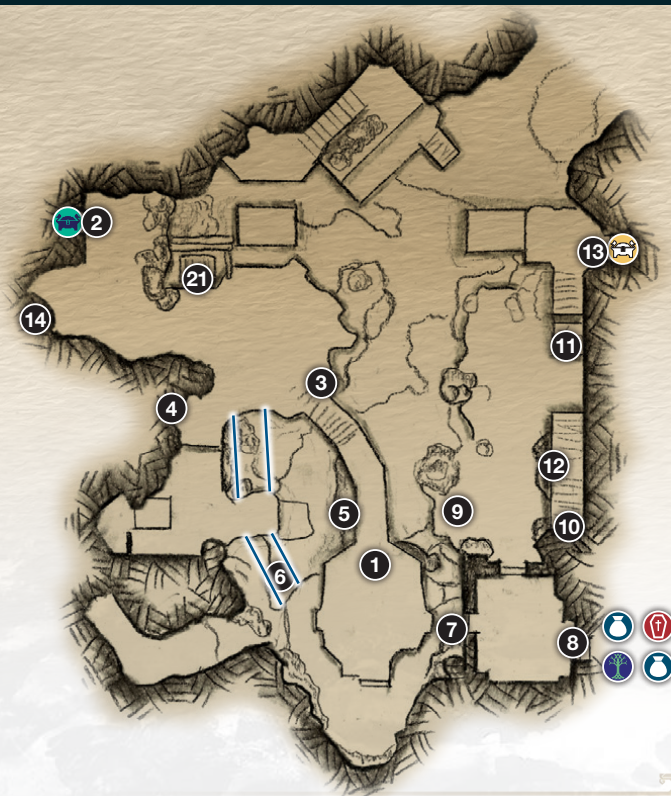


can break away from the main story for a bit, and explore Midgard.) Note the empty wind trap (3) on a stand at the bottom of the walkway.

Veer left of the elevator to see the Winds of Hel glowing in a trap (2) on the chamber door where you found the Cipher Chest earlier: Use your Blades to capture the winds and transfer them over to the trap (3) at the bottom of the wooden walkway.

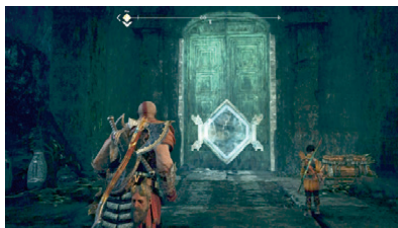


Set up on the right side of the wooden walkway (4) overlooking the light bridge below, and face the now-active wind trap (3).



Capture the Winds of Hel from the trap, sprint to the right where the pallet started and sling the winds at the wind trap **(5)** directly ahead, hanging from the ceiling of the small cave passage across the gap. Cross the next light bridge **(6)** and work your way past the Nornir Chest to the far side of the cave and climb the wooden slats on the tall, yellow-marked wall **(7)**. At the top, use the Chisel to open the door **(8)** ahead.

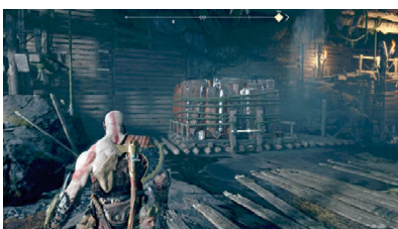
Inside, ride the elevator down to find a Mystic Gatemway, a coffin, and two chests. You can also fight another Valkyrie, if you want. Or simply raid the chests and save the fight for later; when you're more skilled and powerful. (For more on this encounter with the Valkyrie Kara, check out our "Valkyries" section in the **Favors** chapter.)



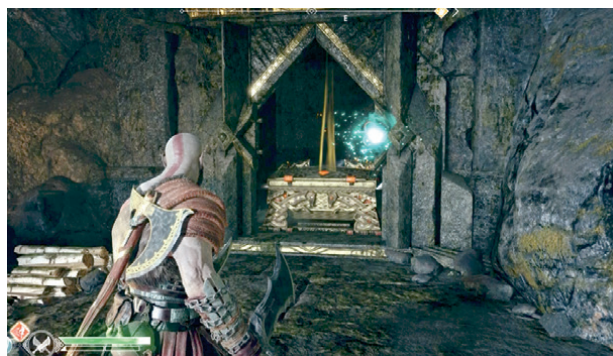
Exit the Hidden Chamber of Odin, step through the open gate on the right, and turn left **(9)** to spot the hanging wind trap **(5)** into which you just released the Winds of Hel. Capture the winds from that trap, turn around, sprint toward the Bramble-covered wall, and sling the energy into another wind trap **(10)** on the upper platform. Then slash through the Brambles with your Blades of Chaos.



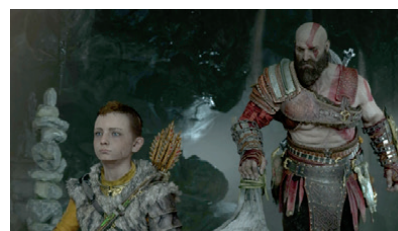
Before you climb up onto the platform, continue to the movable pallet **(11)** and drag it to the midway point between the platforms on either side. Then return to the wall where you just incinerated the Brambles and climb to the upper platform.



Turn left and walk to the edge **(12)**, just before the leap to the pallet, and turn back to face the wind trap. Use your Blades to capture the winds from the trap; quickly turn and hop to the pallet, then hop again to the far platform; and hustle around the corner to sling the winds into the trap on the chamber door **(13)**. This door slides open to reveal a Legendary Chest.



Now we'll open that Nornir Chest we passed earlier up in Freya's Sanctuary outside her house. Head across the cave to the bottom of the old stone well **(14)** and climb up.



FREYA'S SANCTUARY: SECOND VISIT

- 15. OLD STONE WELL (TOP)
- 16. STONE TOWER (2 WIND TRAPS)
- 17. CLIMB CHAIN
- 18. WIND TRAP & RUNE SPINNER

- 19. CAPTURE WINDS FROM 16 HERE
- 20. NORNIR CHEST & WIND TRAP
- NORNIR CHEST



Unlock the Nornir Chest in the Sanctuary

TRANSFER THE WINDS TO THE NORNIR CHEST

From the top of the well **(15)**, go down the hill and past the front of Freya's house to the tall stone tower **(16)** magically formed when Atreus wrote in the sand bowl. Use the Blades to transfer the Winds of Hel from the wind trap up high on the tower's right side to a trap in the same position on the tower's left side.

THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Go climb the chain **(17)** to the upper plateau and follow the path, spotting both the Nornir Chest **(20)** and another wind trap **(18)** sitting on a ledge under a spinner displaying runes.



Note these locations, then continue all the way to the cliff **(19)** overlooking the stone tower. Capture the Winds of Hel from the tower trap facing you, and transfer them to the spinner trap back on the ledge **(18)**. Note that activating the ledge trap starts a rotation of runes displayed in it, which is why we called it a “spinner trap.” As long as the trap is powered up, the runes keep rotating.

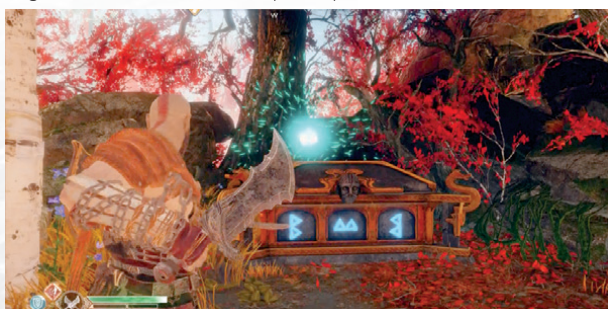


Note also that you can toss Leviathan at the spinner panels above the trap to rotate the two runes displayed on the spinner, too. When you hit the top panel, the top rune rotates. When you hit any of the bottom panels, both the top and bottom runes rotate in unison.



REVEAL THE THREE-RUNE SETTING

Next, transfer the Winds from the ledge wind trap to the trap over the Nornir Chest **(20)**. This move lights up the three runes emblazoned on the chest. This shows you which three runes you want to display back on the ledge. All three have the same shape, but point in different directions.



SET THE THREE RUNE DISPLAYS

Now transfer the Winds from the Nornir Chest back to the ledge trap. Switch to Leviathan and toss it at the upper spinner panels until you get the runes with their triangles pointing rightward and upward (as in our screenshot).

The third rune displayed, down in the wind trap, must be the rune with triangles pointing leftward. However, note that the trap’s stand has toppled over on its side. So, to be pointing “leftward,” the triangles as seen will actually point upward (circled in our screenshot).



Capture the Winds of Hel from the trap at the exact moment the rune shown in our screenshot appears; this stops the rotation, locking in the correct rune. Then immediately hustle back to the Nornir Chest—you only have 10 seconds, remember—and sling the green energy back into the wind trap over the chest. Now you can open the Nornir Chest and claim your reward: another nutritious lönnn Apple!



RETURN TO THE BOAT

Return to the old stone well **(15)** and climb back down into the cave. Work your way back across the cave to the elevator and ride it down. You discover that the boat has washed ashore. Mimir recalls hearing the Serpent’s Horn earlier; someone summoned the World Serpent, which changed the water level while you were at Freya’s.

Approach the boat and press Circle to trigger a scene: as Kratos drags the boat back down to the waterway, he finally reveals some family secrets to his son.

Optional: Return to Helheim with Atreus

Again, the next chapter of the main story, “The Black Rune,” technically began the moment Kratos stepped into Freya’s Cave from her house. But this is a good place to veer off the story’s critical path and grab the stuff in Helheim that Kratos alone couldn’t access on your first visit there. With Atreus back, you can blast through those red sap barriers now.

HELHEIM (RETURN WITH ATREUS)

22. SHOOT SHATTER CRYSTAL FOR COFFIN AND CHEST

23. SHOOT SHATTER CRYSTAL FOR LEGENDARY CHEST

24. SHOOT SHATTER CRYSTAL FOR HIDDEN CHAMBER OF ODIN

ARTIFACT

CHEST

COFFIN

LEGENDARY CHEST

RAVEN

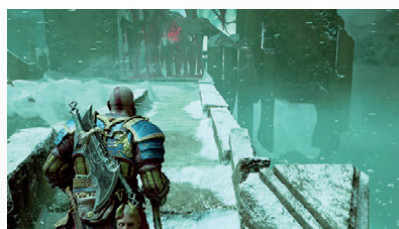


Row down the Cave waterway to the Lake of Nine and dock at the Temple. Return to the Realm Travel Room; use the travel table to access Helheim, and head out onto the bridge.

Since the Winds of Hel were used to open the gates during Kratos' initial visit to Helheim, there is no need to take any side routes. Watch out for Hel-Walkers though, as they still populate the region. Atreus can now handle the Ice Nightmares, allowing you to focus on the bipeds.



There are three locations along the Helheim bridge, which are blocked by roots covered in red sap. Hit the Shatter Crystal with a Shock Arrow to gain access to the loot.



Follow the bridge through a small tunnel and climb onto the narrow footbridge. Detonate the Shatter Crystal to the right to find a chest and coffin.

Turn left, kick the chain down, and descend to the lower level. Use a Shock Arrow on another crystal to the left, under the main bridge, to find a Legendary Chest. Loot the Epic Talisman and return all the way back to the main bridge.

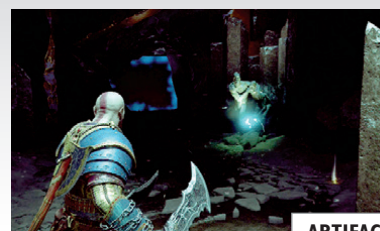


Duck through the next opening and climb onto a second narrow footbridge just ahead. Detonate the third Shatter Crystal to the left to gain access to the Hidden Chamber of Odin. Collect the Brooch off the floor and explore the chamber to find the final Brooch, a coffin, and a few Healthstones. The powerful Valkyrie Rota waits in the arena at the end of the hall, but the boss fight is an extremely tough challenge. A Mystic Gateway allows you to travel between Brok's Shop and the chamber for easier access.



BROOCH

Travel back to Helheim with Atreus and climb onto the second narrow footbridge that runs perpendicular to the bridge, just before the Bridge of the Damned. Detonate the Shatter Crystal to the left and collect the Brooch lying on the floor.



ARTIFACT

BROOCH

Take the elevator down to the lower level of the Hidden Chamber of Odin. Climb the staircase ahead and search the left corner for the final Brooch.



ARTIFACT

At this point you can collect Brooches missed on your previous Helheim visit, or fight more Hel-Walkers. Atreus is ready to get back to the warmth of Midgard though. Use the Realm Travel Room to return to Midgard once finished with Hel.

THE BLACK RUNE

Now you can continue your search for the Jötunheim travel rune, called the Black Rune, back in Týr's Vault. You can expect that such a valuable and secret item might be difficult to acquire, of course. So be ready for traps, puzzles, and other vault defenses.

JOURNEY OBJECTIVES

- ✚ Return to the boat
- ✚ Enter the boat
- ✚ Return to Týr's Vault
- ✚ Use the sand bowl

- ✚ Retrieve the Black Rune
- ✚ Deactivate the vault's defenses
- ✚ Escape the trap
- ✚ Exit Týr's Vault

NEW ENEMIES

- ✚ Miniboss: Grendel of the Ashes
- ✚ Miniboss: Grendel of the Frost

OBJECTIVE: Return to the Boat

OBJECTIVE: Enter the Boat

If you're following this walkthrough, including the last chapter where you revisited Helheim, you've already returned to the boat and entered it; Kratos, Atreus and Mimir are at Týr's Temple. But this chapter technically began when you left Freya's house after Atreus was cured. If you haven't already done so, ride the elevator in Freya's Cave down to the dock at the lowest water level, drag the boat to the water, and hop aboard.

OBJECTIVE: Return to Týr's Vault

Follow the waterway from Freya's Cave out onto the Lake of Nine and head directly to the flag-marked temple boat dock. Debark and proceed through the exterior vault doors next to the dock.



OBJECTIVE: Use the Sand Bowl

Approach the sand bowl (1) and press Square to have Atreus read the riddle. Then approach the four-rune message etched on the far wall and press Square again to have Atreus write the answer in the sand. The circular platform begins to drop.

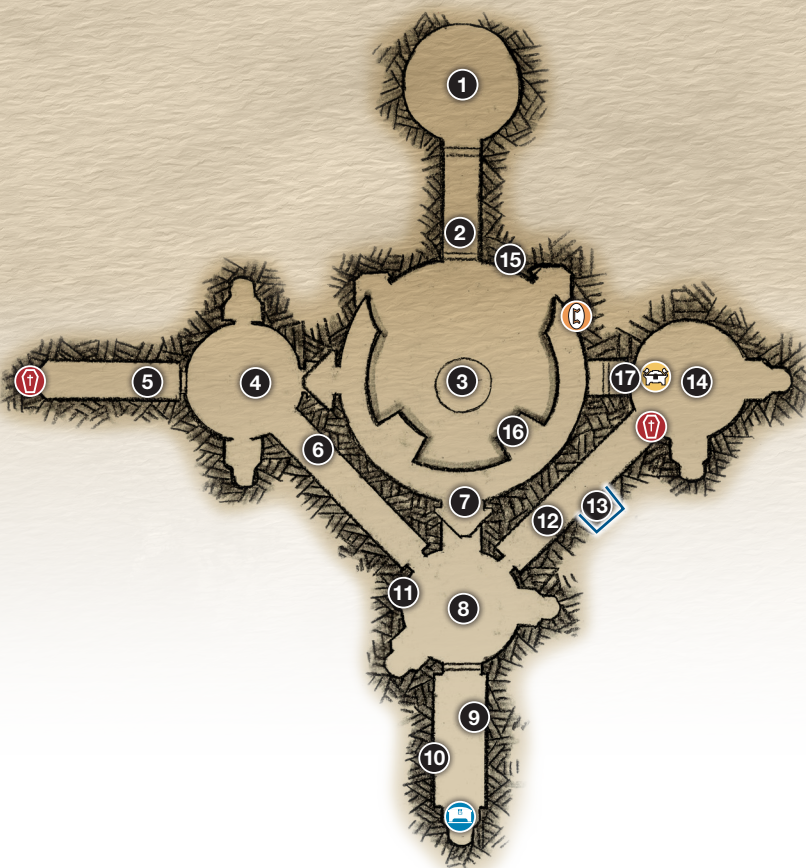
Ride it down into the vault proper, listening to the conversation as Atreus embraces his newfound status and Mimir offers cautionary words, listing Týr as an example. They also discuss the murals of Týr and the Giants that appear on the wall as the lift slowly drops.



When you arrive, open the exit door; head down the corridor (2), and step into the vault. This triggers a short scene: Atreus spots the Black Rune (3), but the vault's defenses suddenly activate and generate a series of three protective rings around it. Your next task is to deactivate all three rings, one at a time.

TÝR'S VAULT

- | | | |
|----------------------------------------|-----------------------------------------|-------------------------------------------------|
| 1. SAND BOWL | 9. THROW AXE AT GEAR | 17. LEGENDARY CHEST (ONLY AFTER MINIBOSS FIGHT) |
| 2. HALL ENTRY | 10. PUNCH RUNIC SEAL STONE | ☠ COFFIN |
| 3. BLACK RUNE (RING BARRIERS) | 11. SHELF (RUNIC SEAL) | 🏆 LEGENDARY CHEST |
| 4. CHAMBER 1 WIND TRAP AND CRANK-WHEEL | 12. THROW AXE UP AT RUNIC SEAL | 📖 LORE |
| 5-6. BLADE TRAP CORRIDORS | 13. BLUE-LIT SIDE ALCOVE | 🏠 NORNIR CHEST |
| 7. CHAMBER EXIT | 14. CHAMBER 3 WIND TRAP AND CRANK-WHEEL | |
| 8. CHAMBER 2 WIND TRAP AND CRANK-WHEEL | 15. CLIMB WALL | |
| | 16. CHAMBER DOOR | |

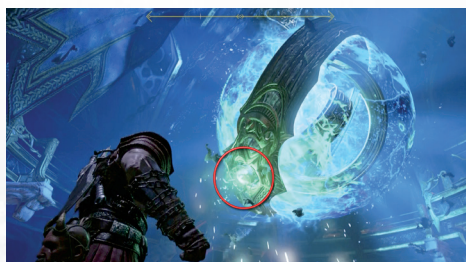


OBJECTIVE: Deactivate the Vault's Defenses

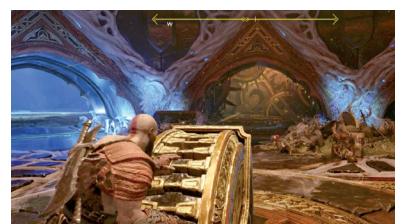
To deactivate the protective rings, you must create access to wind traps in three side chambers, transfer Winds of Hel from the rings to the traps to raise crank-wheels, and then turn the wheels to power down the corresponding ring out in the hall. But to move from chamber to chamber, you'll have to negotiate dastardly corridors of killer traps.

DEACTIVATE THE OUTER RING

Approach the open side passage to see an empty wind trap (4) sitting atop a stalk in the center of the chamber beyond. Then look up at the twirling rings (3) to see active Winds of Hel energy glowing in a trap near the bottom of the outer (biggest) ring. Use your Blades to capture the winds from that ring, then sprint down the passage and transfer them into the wind trap on the stalk.

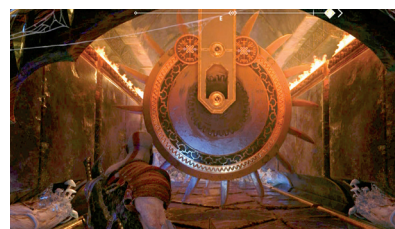


The stalk/trap retracts into the floor; and a crank-wheel pops up to replace it. Turn the crank-wheel to deactivate the outer defensive ring around the Black Rune. This also opens up a pair of corridors filled with spinning blade-wheel traps. The one directly ahead (6) leads to the next deactivation chamber; so let's check out the other passage first (5).



FIND THE COFFIN

Approach the first spinning blade-wheel (5). Equip Leviathan and toss the axe at either one of the round disc panels. This flips the blade-wheel sideways so you can get past. Step to the right and toss Leviathan at either disc panel on the second blade-wheel to flip it horizontal. Now you can walk safely past both and loot the coffin at the end of the corridor.



REACH THE SECOND CHAMBER

Return to the main chamber and step down the other corridor (6), where you face three sets of spinning Blades. Atreus finds a small side passage that he can squeeze through to bypass the traps. But Kratos must solve the trap puzzle. This one is slightly trickier, but not too difficult.

The first set is simple to get past. Step up close to the two blade-wheels and sprint past the moment they pull apart. The second set is another pair of blade-wheels that move together and apart rhythmically, but they also spin around each other:

THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

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JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Set up next to the left wall close to the Blades, waiting until they pull apart and leave a momentary gap in front of you (see our screenshot). Sprint past them!



The third set is easy. Toss Leviathan at the gear-disc on either wheel of the pair to freeze that wheel in place. Wait until the other wheel spins to align exactly with the frozen wheel, then quickly recall Leviathan.

If you time it right, both wheels now rotate together, perfectly aligned, giving you a gap to run through when their rotation goes high and to the side. Time your run and proceed into the next chamber:



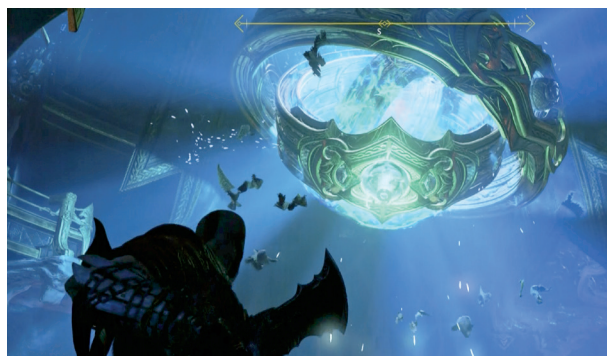
Entering the second chamber triggers a scene: Kratos and Atreus explore the remarkable treasure cache and find objects that spark memories good and bad. Note another wind trap on a stalk in the chamber's center:



DEACTIVATE THE MIDDLE RING

Go lift the gate with the glowing blue diamond in the center (7) to step back into the main hall. Suddenly, two glowing rifts appear in the air, and Draugr squads with the Power Weapon upgrade pop out in ambush. Use Leviathan in this battle to hack the Draugr apart. Soon two more rifts expel a flock of Fire Nightmares for support; keep Atreus targeting the fliers to thin them out. Finally, several Speed Draugr teleport in and dart forward to engage.

After you clear the area, stand outside the chamber gate you just opened (7) and look up at the big rotating rings (3). Switch back to your Blades of Chaos and capture the Winds of Hel from the glowing trap on the second (middle) rotating ring. (The outer ring stopped rotating after you took its winds earlier.)

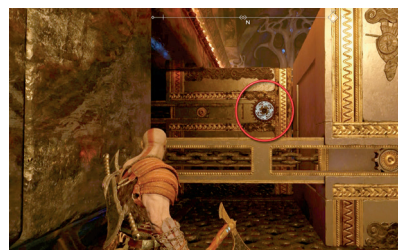


Sprint into the second chamber and sling the energy into the wind trap on the stalk (8) to retract it and bring up another crank-wheel. Turn that crank-wheel to shut down the middle ring out in the main hall. Now there's only one ring left to deactivate.

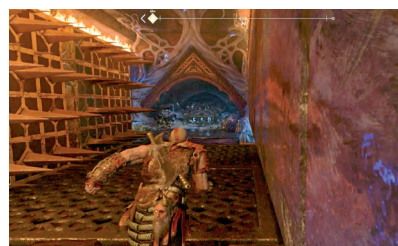
UNLOCK THE NORNIR CHEST

Turning the second crank-wheel also opens up two new passages from the second chamber: One of them (10) leads to the third and final chamber; so let's check out the other passage first. You see a Nornir Chest at the far end of this passage. But two crushing blocks tipped with spikes slide back and forth, blocking your way to it.

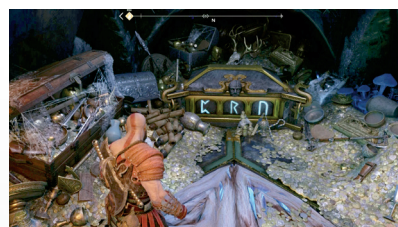
First, stand close to the left wall (9) and toss Leviathan at the gear-disc (circled) on the second block, which appears briefly as the blocks slide back and forth in staggered movement. The timing is a bit tricky, but you'll get it after a few tries.



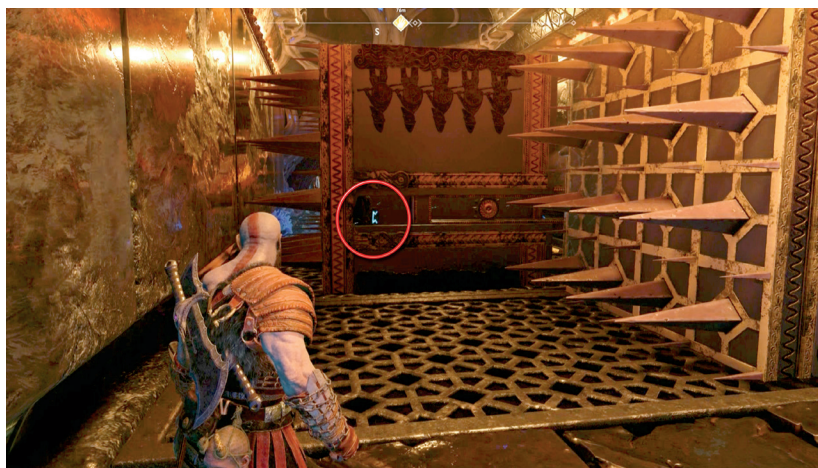
When you hit that gear-disc, the second block freezes in the "open" position. Move against the right wall and time your run past the still-moving first block to reach the Nornir Chest.



Of course, to open the chest, you must break the three runic seals. Without recalling your axe yet, turn around and watch the first block (the one still moving). See the runic seal stone sitting in a niche on the block's side?



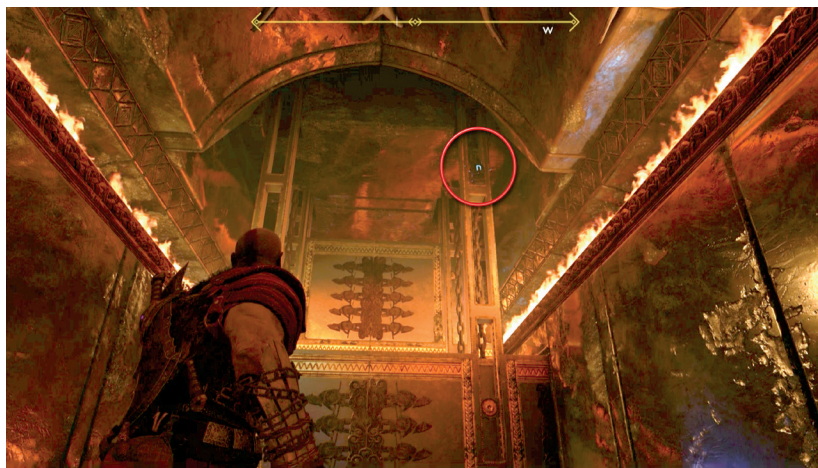
Walk close **(10)** to the sliding block and punch the stone when it slides into reach again. One seal broken, two to go.



Time your run past the sliding first block and then recall Leviathan. Step back into the treasure-filled second chamber; turn left, and spot the next runic seal stone on the far-right side of a shelf **(11)** against the wall. Nail it with your axe. Two down, one to go.

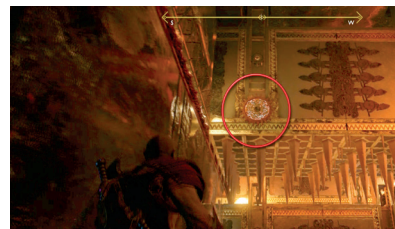


Take a few steps down the other passage **(12)**, where three blocks are sliding vertically, and look up. Spot the runic seal stone up high on the rightmost strut of the first sliding block (see our screenshot). Aim Leviathan and time your throw to break the last stone. Now you can return to the Normir Chest and open it for your well-earned reward: an Iðunn Apple.



GET TO THE THIRD CHAMBER

Go back into the other passage **(12)** and look at the wall on the right side. You catch a glimpse of a small, blue-lit alcove **(13)** to the right of the second and third blocks. To reach it: When the first block rises, toss Leviathan at its gear-wheel (circled) to freeze the block in the up position. Now you can walk over to the right-side wall.



When the second block rises, run into the blue-lit alcove. Be sure to pick up the big pile of Hacksilver inside. Then wait until the third block rises, and sprint out past it. Head down the passage into the last chamber. Like the other two chambers, it has an empty wind trap on a stalk **(14)**, ready to receive a Winds of Hel transfer:

TRANSFER THE WINDS OF HEL FROM INNER RING TO OUTER RING

Pull open the chamber's exit gate and head back out to the main hall to look up at the last (inner) rotating ring **(3)**. You can't see its wind trap from the ground because the trap stays on top of the ring. Mimir suggests getting up to one of the balconies overlooking the hall for a better look. Head over to the yellow-marked section of wall **(15)** just to the right of the vault's entry passage and start climbing.



The climbing route takes you upward and rightward with several leaps to new handholds until you reach the spot where you can jump down onto the balcony. A patrol of Draugr with Fire Nightmare air support drops in to defend the curving balcony overlooking the hall, so clear them out. Then find the spot where a rune message is etched brightly on the wall and have Atreus read it.

THE BASICS

EQUIPMENT AND SKILLS

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FAVORS

ARTIFACTS

LABORS

LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

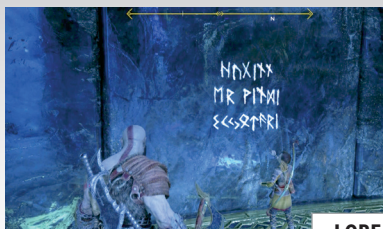
FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

RUNE VAULT CLUE

This Rune Read is found on the wall behind the balcony overlooking the main hall in Týr's Vault. Atreus translates it as: "Thought is faster than wind."



LORE

Turn around and spot the active wind trap on top of the inner ring. Use the Blades to capture the Winds of Hel from that trap and transfer it to the big outer ring's trap, which is conveniently facing you. (Both are circled in our shot.)



DEACTIVATE THE THIRD RING

Find the chain anchor on the balcony, kick the chain down, and climb down to the main floor. Stand just outside the corridor to the third chamber (16) and capture the Winds of Hel from the outer ring's wind trap (3). Then run into the chamber and sling the energy into the wind trap on the stalk (14) to bring up another crank-wheel from the floor.

When you turn this wheel, Atreus calls out that the Black Rune is finally lowering to within reach. But the stalk suddenly bursts from beneath the crank-wheel and wraps Kratos in a death grip, trapping him against the wheel. Then the crank-wheel platform starts sinking slowly into a pool of water.



OBJECTIVE: Escape the Trap

Puzzle time! Three pull-chains appear on the wall, underneath three symbols depicting celestial objects: sun, moon, and earth (Midgard). These symbols start out aligned on a horizontal slot track.



Here's the order at puzzle start: sun, moon, Midgard.

First, listen as Atreus solves the riddle of the order: the correct alignment, from left to right, should be moon, Midgard, sun. But now you must use the pull-chains to arrange this correct order:

The puzzle mechanics work like this: Pulling the middle chain slides the symbols left or right along the horizontal track. The other two pull-chains each sit on a vertical track; pulling the chain moves symbols up or down the corresponding track. This allows you to change the order by sliding a symbol down, moving the other symbols horizontally past it, and then moving it back up.

From the starting alignment, here's the quick puzzle solution:

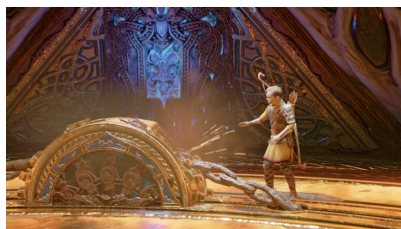
- ✚ Pull the center chain to slide all symbols to the left. This moves the moon over the left vertical track.
- ✚ Pull the left chain to slide the moon down.
- ✚ Pull the middle chain to slide the sun and Midgard to the right. Now the sun is over the right vertical track.
- ✚ Pull the right chain to lower the sun.
- ✚ Pull the left chain to raise the moon.
- ✚ Pull the middle chain to slide the moon and Midgard to the left.
- ✚ Pull the right chain to raise the sun. Done!

Here's the final puzzle solution order:



JAM THE CHAIN

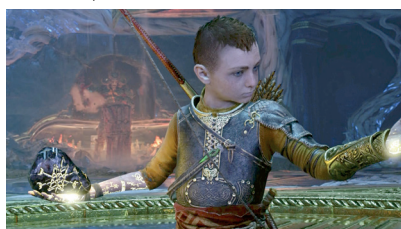
Oops! Solving the puzzle didn't quite deactivate the trap. Kratos is still bound to the wheel, and a chain starts pulling the platform up toward a spiked plate on the ceiling. But this solution is easy. After Atreus examines the chain, press Square when the prompt appears on-screen. Atreus thrusts his knife into the mechanism, jamming the chain. Kratos is freed!



Approach the exit gate and kick it open; it leads out onto the balcony. Out in the main hall, the ring mechanism crashes to the floor and disappears, freeing the Black Rune.

OBJECTIVE: Retrieve the Black Rune

Climb down the chain and approach the center platform to trigger a scene: Kratos gives Atreus a gift, replacing what the boy just lost. Then they take the Black Rune, which manifests itself on Atreus in a particularly personal way. Unfortunately, seizing the Runestone also awakens a pair of ancient vault defenders.



Defeat the Grendels!

This is an interesting tactical fight because it calls for switching your weapons for better results. Grendel of the Ashes is more susceptible to Frost than fire damage, whereas Grendel of the Frost is the opposite. So, use frosty Leviathan against the orange Stone Troll, and use your burning Blades of Chaos against the blue Stone Troll. Also important: Keep Atreus chipping away at their health with his arrows the entire fight.

Start by wielding Leviathan and circling the hall, keeping both Trolls in sight until you see an opening for a throw or dash at Grendel of the Ashes. Roll away quickly after you land two or three solid hits to avoid getting pillar-slammed.

Both Grendels can swing their pillars horizontally in a spinning-dervish attack. Both can raise a foot, then lunge forward with a hand slash that tears up the ground in front of them. Both also have a surprising dash slam, unusually fast for Trolls—a sudden three-step burst across the floor that ends with a vertical slam of the pillar.

Be ready to roll aside when this attack comes, but don't roll right into the other Grendel!

From a distance, both Grendels can slam down their pillar to generate an eruption of smaller stone pillars, which explode and inflict the blinding status if you collide with them. Also watch out for their blinding tosses of debris.



When your Blades finally break down the frosty Grendel, be sure to collect all the high-value pickups dropped by both Trolls, including a Chaos Flame. Also note that the third chamber's door (16) now reopens. Inside that chamber, the raised platform has revealed a hidden niche holding a gleaming Legendary Chest, ripe for the looting.

BLADE UPGRADE AVAILABLE!

Killing both Grendel monsters earns you a Chaos Flame. Be sure to use it to upgrade your Blades of Chaos the next time you visit a dwarven shop.

RIDE BACK UP TO THE BRIDGE

Exit the main hall and return to the sand bowl (1). Direct Atreus to write in the bowl to raise the platform back up to the exit level. Watch the touching scene as Kratos shares a taste of his homeland with his son. The lift transports them all the way up to the bridge level, with their next destination looming in the distance.



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FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR



RETURN TO THE SUMMIT

The Journey's end seems near. The travelers need only retrace their steps up to the Mountain's Summit and use their hard-won tools—the Black Rune and the Stonemason's Chisel—to gain passage to Jötunheim. Along the familiar route, you can explore a few new places using items acquired since your last visit. But the familiar route only goes so far...

JOURNEY OBJECTIVES

- ✚ Go back through the tower
- ✚ Continue toward the Summit
- ✚ Journey back to the Mountain
- ✚ Open the bridge to Jötunheim
- ✚ Find a new path up to the Summit
- ✚ Catch Baldur

NEW ENEMIES

- ✚ Brood
- ✚ Cursed Tatzelwurm
- ✚ Boss: Baldur

OBJECTIVE: Go Back Through the Tower

VISIT SINDRI

Cross the bridge and enter the Vanaheim Tower (1). If you're following this walkthrough, you've found all of the Muspelheim Language Ciphers, so Atreus can now translate the rune message (2) on the right side of the opposite wall.

THE FIRE REALM

This Lore Read is found on the back wall directly across from the Vanaheim Tower entrance. Atreus can read it only after you find all four pieces of the Muspelheim Language Cipher.



LORE

OBJECTIVE: Journey Back to the Mountain

Follow the now-familiar route through the back caves (3) and exit onto the plaza (4), where you trigger a scene: an emboldened Atreus is a bit hard on poor Sindri. Afterward, head over to Sindri's Shop to upgrade your gear:



FOOTHILLS

1. TOWER ENTRY
2. LORE READ
3. BACK CAVES
4. MEET SINDRI
5. CLIMB HILL (TWO COFFINS)
6. CLIMB WALL
7. BRAMBLES (WIND TRAP)

8. WIND TRAP
9. TUNNEL (HEL-WALKERS!)
10. WIND TRAP ON HUT (LEGENDARY CHEST)
11. HIDDEN CHAMBER OF ODIN
12. CLIMB TALL CLIFF
13. COURTYARD (BROOD SWARM!)
14. DOORS

15. BRAMBLES (COFFIN)
16. BRAMBLES (CHEST)
17. SHOOT CRYSTAL AT (19)
18. JUMP GAP
19. SHATTER CRYSTAL / COFFIN
20. CLIMB WALL
21. ENTER MOUNTAIN INTERIOR

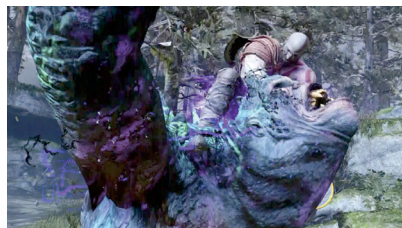
- CHEST
- COFFIN
- LEGENDARY CHEST
- LORE
- MYSTIC GATEWAY
- SHOP



Remember that you earned a Chaos Flame by defeating the two Grendels in Týr's Vault, so be sure to complete the Blades Upgrade III with Sindri. Do the same for Atreus' Talon Bow if you can, using the Hardened Svartalfheim Steel you've been collecting (we hope). Upgrade any other equipment you can, then step away from Sindri and do the same with your Skills.

DEFEAT THE FIERCE BEASTS

Now that you have Atreus' Shock Arrows to detonate Shatter Crystals and your Blades of Chaos to slice through Brambles and transfer Winds of Hel, you can pick up a few more items in the Foothills region before you continue your Mountain-climbing expedition. But first,



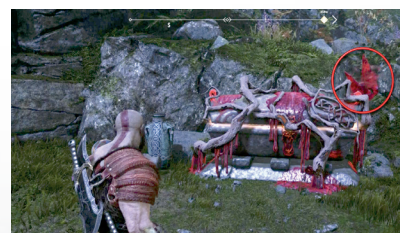
spot a boulder-tossing Fierce Ogre and snarling Fierce Wolverine pacing through the grass beyond the plaza—one blue, one red.

Even with newly upgraded gear, this is a tough fight—made tougher still by the arrival of a Nightmare Parasite, which can dive repeatedly into the Wolverine to boost its strength.

Focus on the Fierce Ogre first, because if you stun and mount the beast, you can steer him right into the Wolverine, inflicting heavy damage.

REVISIT THE FOOTHILLS FOR NEWLY AVAILABLE STUFF

Head uphill (5) behind the tram station and neutralize the first Scorn Pole to reach the sap-covered coffin on the right. Fire a Shock Arrow into the nearby Shatter Crystal (circled) to blast away the red sap, then loot the coffin.



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GOD OF WAR TEAM

THE ART OF GOD OF WAR

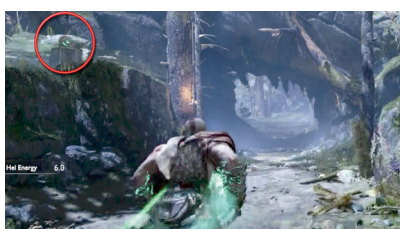
Turn to face another coffin, this one shrouded in poison mist. Use your Blades of Chaos to burn out the Brambles protecting the Scorn Pole just above the coffin. Then freeze the Scorn Pole and loot the coffin.



Go climb the marked wall (6) out of the lower area. At the path fork, freeze the Scorn Pole on the left and enter the clearing beyond. Sling your Blades at the Brambles (7) above the poison-shrouded, already opened coffin (you opened this earlier) to uncover a wind trap infused with the green Winds of Hel!



Capture the winds with your Blades, sprint out of the clearing, and head left. Release the winds into the wind trap (8) (circled) on the left of the path just before the short tunnel.



Push ahead through the short tunnel to discover a pair of Hel-Walkers emerging from the long tunnel up ahead (9). Take them out, then find the fortified hut (10) in the same clearing. The hut has a wind trap on the door. Head back into the short tunnel and target the last trap (8). Capture its winds energy, then sprint to transfer it up to the hut's door trap (10). The door slides open to reveal a Legendary Chest!

RAID THE HIDDEN CHAMBER

From the hut, head up the rightmost path into the tunnel that leads up the rock steps to the Hidden Chamber of Odin (11) you found earlier but couldn't open. Guess what? You've got the Chisel now. Open the lock and enter. As in other Hidden Chambers, you can simply ride the elevator down and grab the loot for now—one coffin and two standard chests, plus a new Mystic Gateway for travel—and then come back later to fight the Valkyrie.

Or fight Geirdriful now; it's up to you. Exit the Hidden Chamber and head down the tunnel to return to the clearing.

GEIRDRIFUL

Check the "Valkyries" section of our Favors chapter for coverage of the battle with the Valkyrie Geirdriful in this chamber.

CLEAR THE COURTYARD

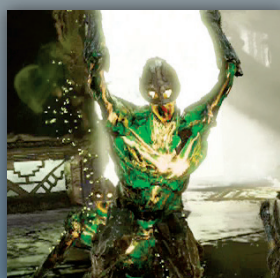
In the clearing, turn right and head into the other tunnel (9), following it to the tall marked wall (12). Climb up to the courtyard (13), where several rifts pop open and start disgorging Brood swarms.

These foes are new, but they behave the same as their Hel-Walker cousins, the Hel-Brood, minus the freezing strikes. The Brood's somersaulting strikes inflict poison instead.

Don't stand still for long, or you'll find a Brood latched on to your shoulders from behind. Clear out the courtyard, then go push open the big red doors (14) to step out into the Foot of the Mountain area again.



Brood



The standard Brood swarming is small and weak, but highly agile and tends to travel in hissing packs. These kinetic creatures can overwhelm foes with their speed and numbers, and like to launch a leaping somersault that ends with a deadly downward strike using poisonous, spear-like forearms. A flanking Brood can also make a sneaky flying leap from behind and latch on to Kratos with a chokehold. Tap Circle rapidly for a sharp elbow strike to knock it off.

ENTER THE MOUNTAIN AGAIN

As you emerge from the doorway, a squad of mixed Nightmares (Fire, Ice, and Exploding) drops in. Make short work of the fliers, then use your Blades of Chaos to burn through the Brambles (15) that you couldn't penetrate on your earlier pass to reach the coffin. Proceed up the stairs and veer right into the lower tram area to burn through more Brambles (16) and find a chest.

Keep climbing the long staircase. When you reach the bend in the stairs (17), an avalanche slides down the Mountain, breaking off a section of the path ahead.

Before you go farther, spot the red glowing Shatter Crystal (circled) in the rocks above, just left of the upper tram platform, and shoot it with a Shock Arrow to blast sap off a nearby coffin.



Continue up the path and leap across the gap **(18)** made by the avalanche, then open the coffin **(19)** you just disentangled with the shot from below. Find the marked crack **(20)** in the canyon wall and climb up onto a plateau.

Head up the last few steps and enter the Mountain interior **(21)** to trigger a scene, leading to a tense face-off between father and son.



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MOUNTAIN INTERIOR

21. ENTER MOUNTAIN INTERIOR

22. MEET MODI / GET CRYSTAL

23. RED SAP BARRIER

24. CURSED TATZELWURMS ATTACK!

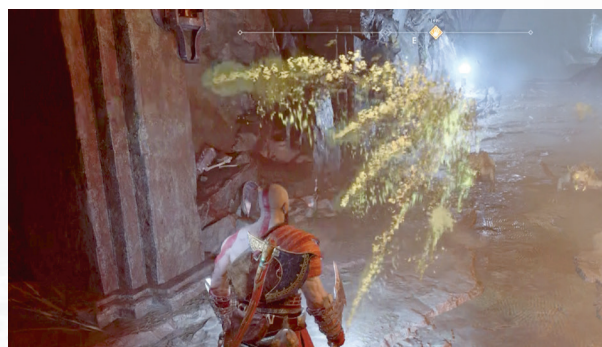
25. CLIMB CHAIN

LORE



CLIMB TO THE MINING LEVEL

After the scene with Modi **(22)**, head down the left passage and shoot a Shock Arrow at the Shatter Crystal in the red sap barrier **(23)** to blast it open. Step through and find the Lore Marker with an empty crystal stand in an alcove on the left. You also run into a pack of spitting Cursed Tatzelwurms advancing down the passage **(24)** toward you. Their spit is poisoned, so dodge it!



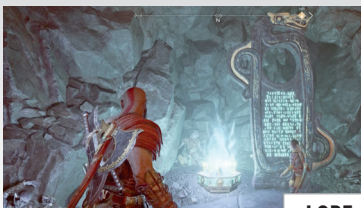
Check out our note on this new foe, and remember that any ground-slam attack can pop nearby Tatzelwurms out of their underground burrows. Also note that their poisoned spit pools on the ground for a few seconds even if it misses you. Stepping in a poison puddle infects you, so watch your step.



Go back to the platform where you met Modi (across the chasm from the great stag statue), remove a crystal from one of the stands, and bring it back to the Lore Marker to install it. Direct Atreus to read the runes, and then continue down the passage to the climbing chain on the right **(25)**. Climb up to the next level. Note: If you're following this walkthrough, you kicked down this climbing chain earlier. However, if by chance you didn't do this, you can climb back up to the next level at the yellow-marked wall crack as before.

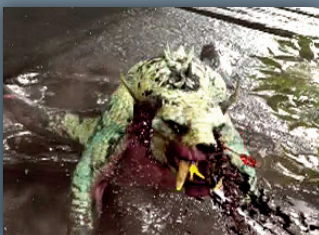
RITES OF FJÖRGYN

This Lore Marker is located down the left passage from the Mountain's entrance area where you meet Modi. It sits in an alcove just past the red sap barrier. You must install a loose crystal in its empty crystal stand; grab one from the stands back where you met Modi.



LORE

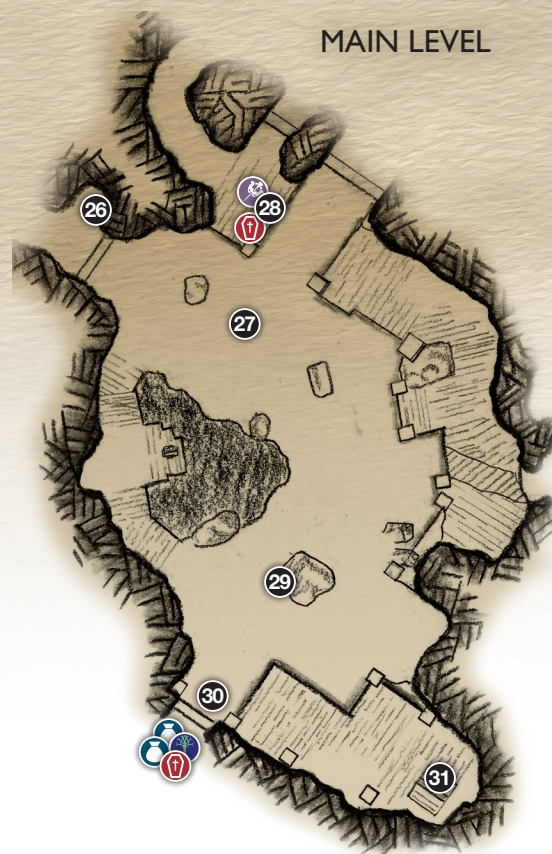
Cursed Tatzelwurm



This is the poisonous variant of the standard Tatzelwurm. It behaves much the same way as its kin, diving underground and burrowing close, then popping up for a surprise attack. But a sac in its throat spits poison that not only inflicts immediate damage but also infects you with poisoned status, which erodes your health slowly for a few seconds until it subsides.

MINING CAVERN

- 26. GATE SWITCH
 - 27. DRAUGR AND WOLVES!
 - 28. RED SAP BARRIER (COFFIN AND ARTIFACT)
 - 29. TWO-HANDED DRAUGR
 - 30. HIDDEN CHAMBER OF ODIN
 - 31. ELEVATOR (BOTTOM)
- ARTIFACT
 - CHEST
 - COFFIN
 - MYSTIC GATEWAY



USE THE MINE ELEVATOR

From the top of the chain, fight your way up the passage past the Draugr guards and turn the gate switch **(26)** to open the big gate into the massive mining cavern.

OBJECTIVE: Find a New Path Up to the Summit

Nothing has changed since you left the mine earlier; other than the addition of new prowling enemies. A mixed assortment of Draugr, along with a mixed Wolf pack (Poison and regular), come at you first in the central yard **(27)**. Stomp a few heads and clear out the area.

After the fight, check out the red sap barrier **(28)** that you couldn't get past the last time through the mine. Zap the Shatter Crystal in the middle with a Shock Arrow to blast open a small chamber where you can find both a coffin and another valuable cup from the "Bottoms Up" set of Artifacts.

CUP

Blast open the red sap barrier in the Mountain's main mining cavern and enter the chamber revealed to find this Artifact on the ground underneath a crystal torch holder.



ARTIFACT

Head across the central area toward the tangled, non-working elevator on the platform in the far corner. En route, watch out for a Heavy Draugr soldier lurking behind the collapsed mining pallet **(29)**. He comes out swinging his big two-handed axe. Eliminate him, then use your Chisel to open the nearby Hidden Chamber of Odin door **(30)**. As always, you can explore to find treasures (two chests, one coffin, and a broken Mystic Gateway) and then either fight the Valkyrie or come back later to do so.

EIR

Check the "Valkyries" section in our Favors chapter for coverage of the battle with the Valkyrie Eir in this chamber off the main level of the Mountain's mining cavern.

Now you can climb the platform in the back corner of the mining cavern and use your Blades of Chaos to slice through the Brambles disabling the mine elevator **(31)**. Hop aboard, turn the switch, and ride to the top.



MINING CAVERN

32. ELEVATOR (TOP)

33. WIND TRAP

34. WIND TRAP (CARRY)

35. WIND TRAP PODIUM

36. DOOR WITH RUNES (OGRE AMBUSH!)

37. VAULT DOOR (WIND TRAPS)

38. PATH TO MINE-CART TRACK

39. EXPLOSIVE CRYSTAL

40. LOW TUNNEL

41. SLEEPING FROST ANCIENT!

42. YGGDRASIL ROOT (SHATTER CRYSTAL)

43. RED SAP BARRIER (MINING CART)

44. PUSH CART HERE (COFFIN)

45. SAP-COVERED COFFIN

46. STAIR EXIT

47. CLIMB LOW WALL

48. NARROW LEDGE (TRAVERSE SIDEWAYS)

49. BRAMBLES (COFFIN)

50. EXIT DOOR

51. REALM TEAR / RIFT

52. CLIMB CLIFF

53. CLIMB ONTO RIDGELINE

ARTIFACT

CIPHER CHEST

CHEST

COFFIN

LEGENDARY CHEST

LORE

REALM TEAR

SHOP

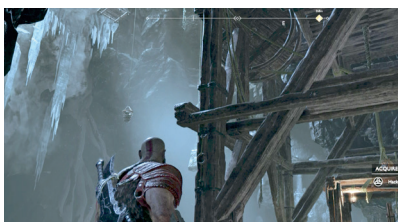
TREASURE MAP

UPPER LEVEL

OBJECTIVE: Continue Toward the Summit

SURVIVE YOUR ARRIVAL UP TOP

It's a long, quiet ride up, but be ready—when you arrive at the top of the shaft **(32)**, you step into a veritable hornets' nest of enemies. The elevator platform is surrounded by Draugr of various types, including the dreaded Explosive variety, supported by Nightmares bobbing around maliciously.



MOVE THE WINDS OF HEL UP TO THE VAULT

When the area is clear, smash through the decaying wooden door near the elevator to enter a small chamber with a Chest and a wind trap **(33)** glittering with the Winds of Hel. Exit the chamber and burn through the Brambles just outside to reveal an alcove with an empty wind trap **(34)** on a small podium. Approach the podium and press Circle to pick it up.



Carry the wind-trap podium past the elevator to the raised wood-beam platform where you see a chain anchor at the top, and a marked wall **(35)** just to the right. Set down the wind trap podium as close to the platform as possible.



Return to the chamber with the active wind trap **(33)** and use your Blades to transfer the Winds from that trap to the podium you just moved. Now boost Atreus up the marked wall **(35)**. He walks to the nearby chain and drops it down for Kratos. Climb the chain and cross the big room to the heavy doors **(36)** emblazoned with a glowing rune message.

SLEEPING MONSTERS

After you ride the elevator from the mine's main level up to the top, climb the nearby chain (Atreus must kick it down) to find the big doors etched with this Rune Read. Reading it triggers an ambush by an Ogre!



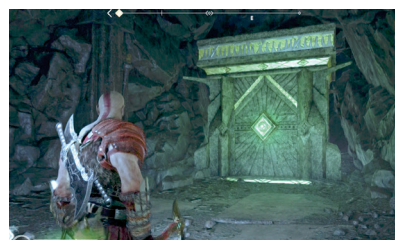
LORE

Get ready! When you direct Atreus to read it, he translates it as: "Don't wake him!" And suddenly, a howling Ogre bursts through the great doors.



DEFEAT THE OGRE THEN BRING UP THE WINDS

The Ogre is certainly frightening, but you've fought enough Ogres now to handle him properly. The space is big enough that you can maintain a decent distance and wear him down with axe throws or mid-range blade attacks. Keep Atreus firing Light Arrows at the pesky Fire Nightmare minions that drift around the Ogre. Soon a Draugr squad joins in the battle as well. After the beast falls, grab the pickups and then climb the stairs to spot the heavy vault door **(37)** with an empty wind trap in the middle.



Go back to the top of the wall overlooking the wind trap podium you moved into place below. Capture the Winds of Hel with your Blades then sprint hard to transfer them into the wind trap on the vault door. The door opens to reveal a Legendary Chest to loot.

FOLLOW THE MINE-CART TRACKS

Go back down to the lower level and head past the elevator, veering left to follow the path **(38)**. Up ahead you see a Draugr guard on a small spur to the left; shoot a Shock Arrow at the glowing Shatter Crystal **(39)** to blow up the guard then go pick up the hefty Hacksilver stash on the spur. Farther up the path you see a mining cart track with a Treasure Map sitting on the ground just inside the tunnel entrance. Follow the track to a low tunnel **(40)** and duck through it to the other side.



TREASURE MAP: THE LAST PLACE THEY'D LOOK

After you ride the elevator from the mine's main level up to the top, find this map on the mine-car track in the tunnel that leads to the next area.



LORE

You emerge from the tunnel to see a bluish mound of "rocks" **(41)** in the next area. This is a dozing Frost Ancient, an extremely powerful and dangerous creature who usually wakes up extra cranky after decades of sleep. Atreus decides to not let the sleeping Ancient lie.



Defeat the Frost Ancient!

This Frost Ancient fights much like the Lava Ancient brother you faced in Alfheim, except its heart beam is blue and freezing instead of orange and hot. Target its chest and watch for the beast to raise its arms and stomp once, signaling that its beam is about to be unleashed. Quickly fling your weapon as the Ancient's chest cracks open and your targeting reticle shrinks to a pinpoint. Then immediately roll away to avoid getting blasted by the beam.

If you time your strike right, you knock out chunks of the Ancient's heart—watch for them bouncing on the ground. Snag



one immediately and toss it at the monster to inflict a big dose of damage and stun it. As the creature stands stunned for a few seconds, its vulnerable heart chamber cracks open. Try to quickly snatch up another explosive heart chunk and toss it, or target its open chest with a couple of axe throws. Stunning the Ancient presents a good opportunity to rage grab it and punch its core for even more damage.



Warning: Watch out when the Frost Ancient drops to all fours (when it isn't stunned)! He's about to detonate a massive, freezing explosion. Be sure to use the area's pillars and other structures as cover, peeking around them to get in your axe throws then ducking back to avoid the Ancient's beam. When the great monster finally falls, be sure to pick up the Ancient's Heart and Ancient's Rubble that drop.

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LOOT THE AREA

Find the glowing Yggdrasil root (42) next to the scaffolding and grab a chunk of its Shatter Crystal. Toss the chunk at the nearby red sap barrier and shoot it with a Shock Arrow to blast the sap and reveal a mining cart (43). Pull the cart along the track as far as it will go (44), then climb on top and jump into the small cave above to loot the coffin inside.



Return to the Yggdrasil root (42) to grab another chunk of explosive crystal. Go around the scaffolding behind the root into the darker area and find the sap-covered coffin (45) hidden in a niche on the right side. Toss the crystal at it, then fire a Shock Arrow to blast off the sap.

Head for the exit stairs (46) and ascend them into a room with desks and chairs. Continue to the low marked wall (47) and climb it to discover two special objects sitting next to each other on the floor: a Scroll and an Artifact.

SCROLL: ASGARD SEALED

This scroll sits on the floor on the route out of the Mountain interior, just before you reach the narrow ledge that you slide across sideways.



CUP

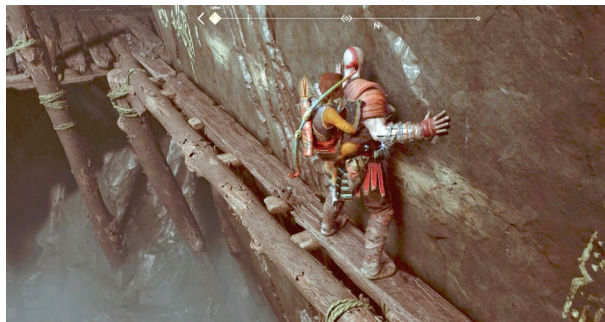
This Artifact sits on the floor on the route out of the Mountain interior, just before you reach the narrow ledge that you slide across sideways.



ARTIFACT

EXIT THE MOUNTAIN

Continue to the narrow ledge (48) and traverse it by sliding sideways. When you reach the ledge's far side, turn right into the rock niche and burn through the Brambles (49) with your Blades of Chaos to find a Coffin. Before you leave, visit Sindri's Shop and upgrade everything as high as you can. You want Kratos at level 5 if possible. A very tough fight looms out in the plaza.



CLIMB TO THE RIDGELINE

The exit door leads out onto a circular stone plaza with an ominous-looking Realm Tear (51) floating in the middle. Look for the Cipher Chest across the plaza; it holds a piece of the Niflheim Language Cipher. You need all four cipher pieces to unlock Niflheim, the Realm of Fog. For more on this, check out our **Favors** chapter:



When you try to grab and close the Realm Tear, it suddenly expands into a full-sized rift that starts expelling high level Hel-Walkers! You can tell right away by the color of their health bars—if you haven't spent some time exploring the Lake of Nine and buffing up your stats, these foes will have you outranked. Two powerful Hel-Reaver Lords pop out, one level 6 and the other level 7, with a shielded Guard and a number of Ice Nightmares in support.



Eviscerate these cold killers with your burning Blades of Chaos, but focus on defensive moves and be ready to evade. This is also a good place to unleash Spartan Rage if it's available. When they finally fall, grab the Realm Tear and pull it shut. Head across to the opposite path that leads to a wall covered with Brambles (52). Burn them to reveal a marked cliff that you can climb all the way up to the snow-packed ridgeline that leads to the summit.



RIDGELINE AND SUMMIT

53. CLIMB CLIFF TO RIDGELINE

54. RIDGELINE TO SUMMIT

55. BURN BRAMBLES (COFFIN)

56. BURN BRAMBLES
(CLIMBING WALL)

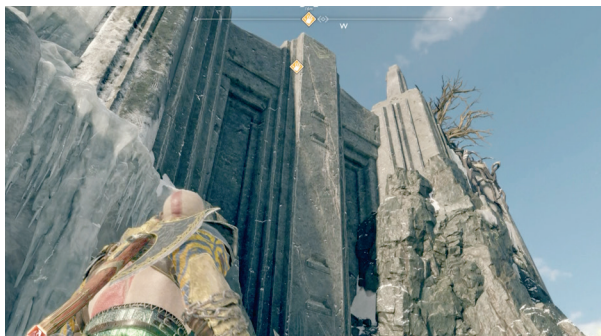
57. SUMMIT

58. USE CHISEL ON PLATE

⑦ COFFIN

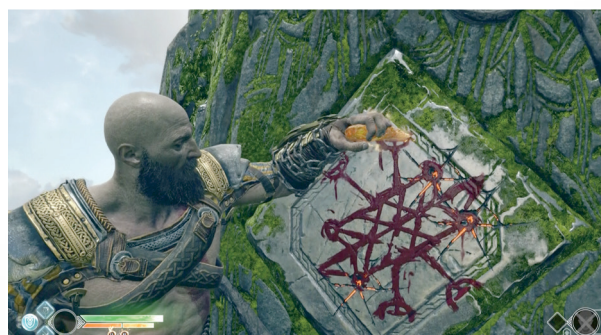
CLIMB TO THE SUMMIT

From the top of the cliff (53), slog through the high snow along the ridgeline (54). When you reach the Summit structure at the top, veer left up the path to a Bramble bush (55) and burn it with your Blades to reveal a coffin. Return to the structure's wall (56), burn the Brambles there, and climb up to the Summit plateau.



OBJECTIVE: Open the Bridge to Jötunheim

Cross the Summit toward the Chisel plate (57) on the leftmost base of the rock arch. As you approach, Atreus traces the Black Rune onto the plate. Use the Giant's chisel, moving it with the left stick and hitting R2 whenever the Chisel glows. When finished, the travelers enjoy a brief, glorious view of their destination: the highest peak in the realms.



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But the idyllic moment is shattered by the return of the undying menace, Baldur. After some brutal god-on-god action, the son of Odin seizes Atreus and leaps off the mountaintop. Kratos follows, and everybody ends up on a dragon's back.



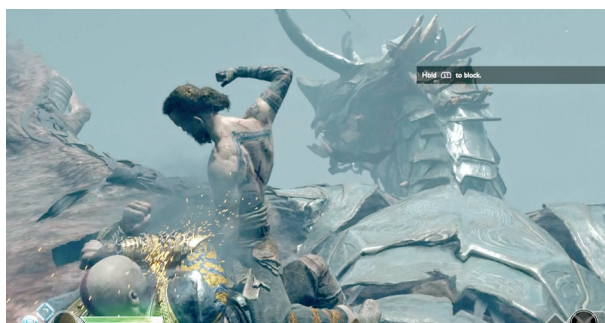
OBJECTIVE: Catch Baldur

Now comes a series of dizzying cinematic sequences interspersed with quick action interludes. This fight proceeds in distinct phases, which we list as follows, but note that the action is fast and furious. First, Baldur imprisons Atreus up near the dragon's head, so Kratos starts working his way up the great creature's back from the tail where he lands. The two gods tangle halfway up, and soon Kratos has Baldur pinned.

Start tapping the controls prompted on-screen: R1 to attack, L1 to counter. Once Kratos finishes saying, "Stay away from my son!" he stands up, stomps on Baldur's face, and sprints up the dragon's back toward Atreus.



Baldur tackles Kratos and turns the tables, pinning the Greek god and hammering with his fists. Hold L1 to block, as indicated on-screen.



Next, Baldur stands up to deliver two-handed overhead slams. If he rises to the left, press your left controller stick to the right to dodge. If Baldur rises to the right, press the stick to the left to dodge. Simple moves, but the timing is critical.



Now you get a new on-screen prompt. Follow your quick left-stick dodges of Baldur's overhead slams with an R1 or R2 counterattack. Keep blocking if Baldur returns to his flurry of punches. When you land enough countering strikes, Kratos finally kicks Baldur away, knocking the Norse god up near the dragon's head.



After more intense brawling, Baldur manages to knock Kratos completely off the dragon; Kratos drops onto Týr's Bridge as the dragon lands just ahead, atop the temple. Kratos automatically sprints to the temple doors to trigger another scene: Kratos bursts into the Realm Travel Room, where Baldur triumphantly proclaims that realm travel to his home is locked in—soon he'll have major Asgardian backup. But Kratos has other ideas. He slams the Bifröst into the travel table's activation slot, sending them all tumbling into Helheim!



When the fall sequence ends, lift the ice block off of Atreus to trigger the chapter-ending scene.



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ESCAPE FROM HELHEIM

Kratos and Atreus end up at Helheim Landing, deep in Hel and well beyond the realm gates. Working your way out of this grim, frozen wasteland seems a daunting task. But despite Baldur's claim that Kratos is merely the "meat" of the outfit, our God of War's ingenuity is not to be dismissed. If you can fight your way across Helheim Landing to its pier, Kratos has a clever way to bypass the realm's other formidable obstacles.

JOURNEY OBJECTIVES

- Find a way out of Helheim
- Use the ship
- Escape Helheim

NEW ENEMIES

- Hel-Shadow Scout
- Hel-Revenant

OBJECTIVE: Find a Way Out of Helheim

GET TO THE SHIP

You start out on a lower level of a multi-story tower. Grab the yellow-marked stone column in front of you **(1)** and climb around its corner, then upward. On the way up, Kratos spots a ship across the landing at the dock; Mimir says it will get you halfway out of Helheim, which is better than nothing.

Keep climbing until you reach the tower's top floor; and defeat the Hel-Reaver Guard there, bashing through his shield with your Block Break Skill. Burn through the Brambles blocking a passage **(2)**; follow the ledge around to a chest, then lift the metal gate. Proceed across the high walkway toward the next tower. As you cross, a section of the walkway collapses **(3)**.

Jump across the gap and approach the next tower's gate, where more Hel-Walker defenders attack. These include a hovering Ice Nightmare, a Hel-Shadow Archer across the gap on the walkway behind you, and a new foe, a Hel-Shadow Scout. Like the regular Hel-Shadow Archer, this warrior can fashion and toss ice spears. But the Scout's mastery of ice magic also lets him conjure up a thick ice wall that not only fends off your strikes but explodes if you get too close.






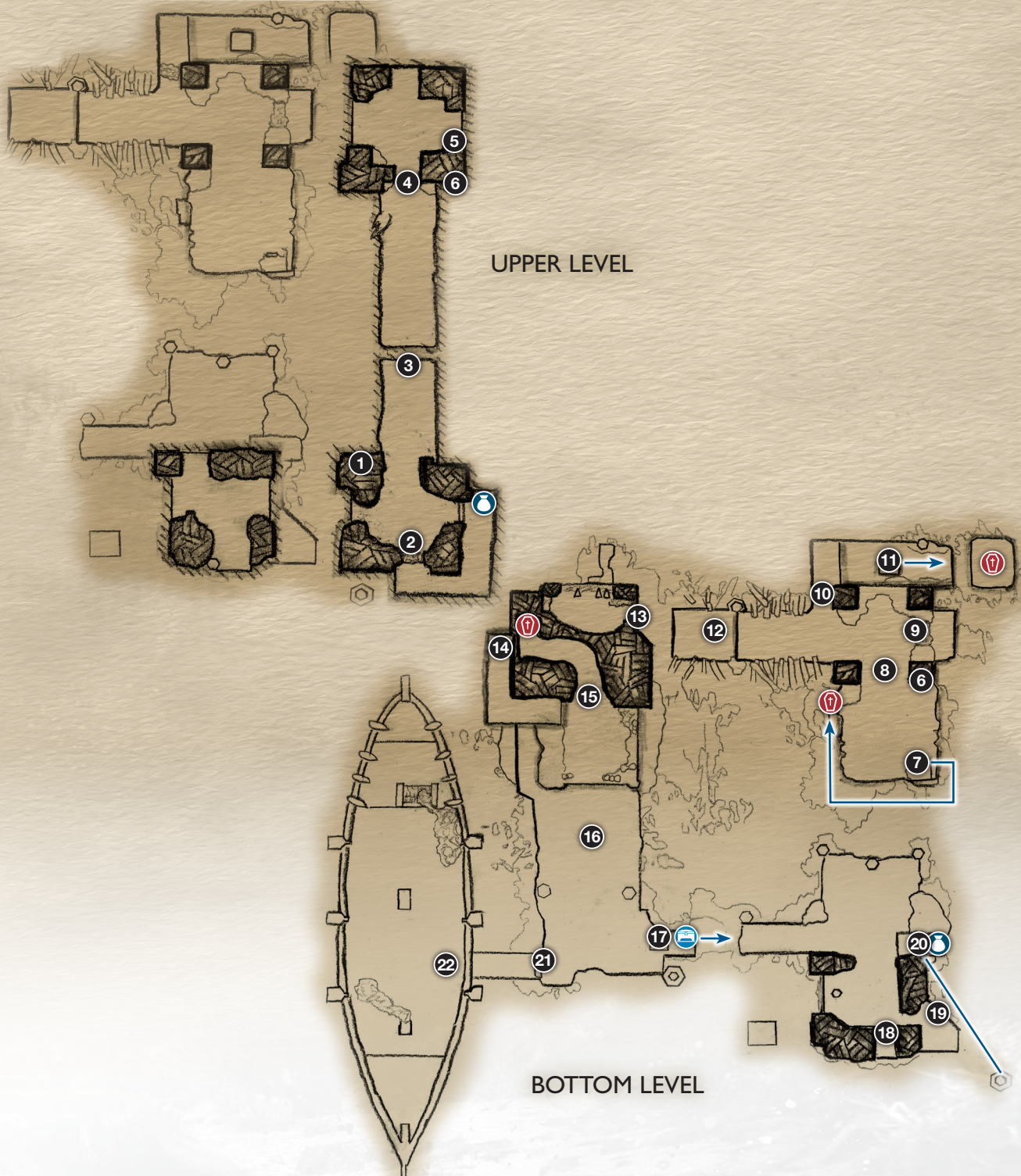
HELHEIM LANDING

1. CLIMB COLUMN
2. BRAMBLES (TO CHEST)
3. WALKWAY COLLAPSE
4. LIFT GATE
5. CLIMB COLUMN
6. CLIMB DOWN WALL
7. BRAMBLES (WIND TRAP)
8. GATE (WIND TRAPS)

- 9-10. BRAMBLE BARRIERS
11. PUSH BLOCK
12. WALKWAY
13. JUMP TO WALL
14. WALKWAY OVERLOOK
15. DOCK BATTLE!
16. PUSH BLOCK

17. NORNIR CHEST
18. PULL BLOCK
19. LEDGE (TARGET RUNIC SEAL STATUES)
20. LEDGE (CHEST; TARGET RUNIC SEAL STATUE)
21. LIFT PILLAR
22. SHIP

-  CHEST
-  COFFIN
-  NORNIR CHEST



UPPER LEVEL

BOTTOM LEVEL

Hel-Shadow Scout



Like the Hel-Shadow Archer, the Scout uses ice magic to fling deadly cold projectiles. Toe-to-toe, this Scout is weak and highly susceptible to Blades of Chaos burn damage. However, he compensates by conjuring a durable ice barrier to block incoming attacks. Note that this barrier does more than provide cover; it's also explosive! Stay at range whenever possible.

Lift the gate **(4)** and enter the next tower to trigger a short scene. After the vision, grab the marked stone column **(5)**, climb around the corner, and then climb down the outside wall **(6)**.



UNLOCK THE TOWER GATE

When you reach the wooden platform on the bottom level **(6)**, slice through the Brambles to reveal a wind trap **(7)** with the Winds of Hel glittering inside. Find the spot on the left edge where you can climb down the wall. Climb leftward around the corners until you reach a small platform with a coffin. Loot the coffin and then climb all the way back to **(7)**. Capture the winds, turn around, and transfer them up to the leftmost wind trap on the big gate **(8)**. This slides half of the lock plate to the left. Switch to Leviathan and toss at the gearwheel to freeze that plate half in place.

Transfer the Winds of Hel from the leftmost wind trap to the rightmost wind trap on the gate. This slides over the other half of the lock plate, unlocking the gate. Open the gate and step inside the tower to come face-to-face with a dreaded Hel-Traveler:



DEFEAT THE HEL-TRAVELER

You've faced one of these powerful knights before, so repeat the tactics used then. (Refer to that meeting back in "The Sickness.")

Remember: Dodge sideways fast when you see the flash before his heavy attacks (overhead/sideways slash or a dash with a sword lunge), and get your shield up if he raises his sword in front to jab its tip in the ground for a frozen shockwave.

You have Atreus this time, too, so keep him firing arrows and distracting the frozen knight. Remember; once his helmet is knocked off, he's on his last gasp—still deadly, but nearly ready to drop. After the Hel-Traveler falls, pick up the all-important Chaos Flame that he leaves behind. Then collect his Armor Shard and Grisly Trophy pickups.



CHAOS PICKUP

Upon his demise, the Hel-Traveler drops a Chaos Flame. Now you can upgrade your Blades of Chaos up to level IV next time you get a chance to visit a dwarven shop. Needless to say, you won't find any shops in Helheim.

Burn the Bramble bush (9) in the tower and step through the opening. Nothing's out on the ledge, but this will make a nice jump pad in a minute. Go back in, raise the iron gate, and turn left to see another Bramble bush (10).

Burn through and dispatch the Hel-Reaver Lord who rises up to fight. Then hop down to the movable block. Push the block as far as it will go (11).



Climb back up to the walkway, go left into the tower and back through the passage you burned open earlier (9). Now you can jump across to the top of the block (11), then hop to the small platform to loot the coffin. Hop back over to the tower and proceed down the walkway. When you catch up to Atreus (12) on the walkway, he points out that Baldur is up ahead on the next tower platform.



SNEAK PAST BALDUR

Jump across to grab that tower's wall (13) and start climbing around the outside, listening to Baldur's Hel-triggered vision as you go. You learn a shocking truth about his lineage: his mother, a familiar figure, is responsible for the protection spell that makes him feel nothing, and Baldur is deeply bitter and angry about it.



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Keep moving. It's a long, roundabout climb around the tower and past a glowing coffin tucked inside a chamber you can't reach yet; but you eventually reach a walkway **(14)** overlooking the ship. Follow the walkway and climb down the wall to a platform overlooking the dock area below.

Find the low tunnel entrance **(15)** behind some racks of spears; smash through the racks and enter. Creep ahead to loot the coffin you passed during your climb, then exit the tunnel. Jump down from the platform to the dock **(16)** and get ready for a tough fight.



DEFEAT THE HEL-VIKEN

Here you face not one but two Hel-Vikens, plus an assortment of other foes. Even with two heavy foes, the fight is a bit easier with Atreus providing support. Clear the dock and pick up the spoils. Then head over to the big movable stone block **(17)**.

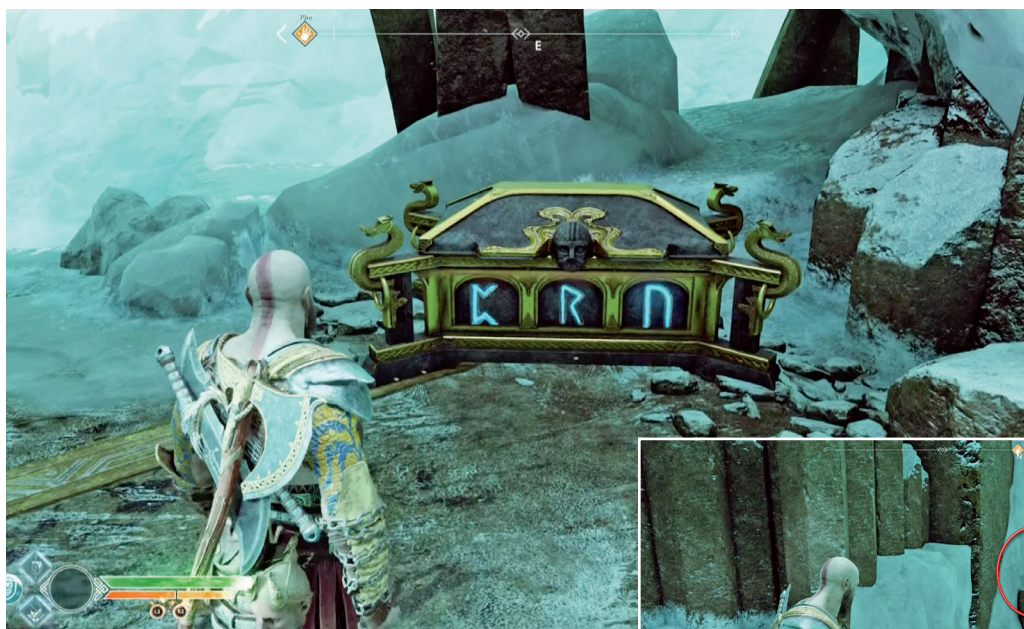


UNLOCK THE NORNIR CHEST

Push the block until it drops into the gap so you can hop across and proceed down the walkway to the Nornir Chest. You must find and break its three runic seal statues to unseal the chest. Here's how:

The first runic seal statue is the only one in the game randomly placed in one of three locations:

First possible location: Facing the Nornir Chest, turn right and approach a Bramble bush. Burn through it with your Blades to reveal another movable stone block **(18)** barricading a passage. Before you move the block, however, turn left through the narrow side passage, and then turn left again on the ledge **(19)** to see a runic seal statue sitting atop a low pillar:



Second possible location: Facing the movable stone block **(18)**, turn right and go through the opening to spot the runic seal statue on the tall pillar across the water:

Third possible location: Pull the movable stone block from **(18)** to open the passage behind it. Step into the passage to find the runic seal statue.

Pull the stone block just a few feet, until it covers that same narrow side passage. Glance through the iron bars on the front of the box—there's a runic seal statue inside, and the back of the box is open! Climb atop the block and drop down its backside onto the same ledge **(19)** where you nailed the first runic seal statue. Break the statue in the box with your axe. Two down, one more to go.



Climb back to the front of the movable box, then pull it as far as it can go, ending up under a yellow-marked ledge next to the Nornir Chest (just right of **(17)**). Climb atop the box and up



the marked ledge to find a chest loaded with Hacksilver **(20)**. Standing at the chest, turn right to see a broken column out in the water with a runic seal statue sitting on its base. Aim a hair above the statue's head and throw Leviathan to break it. Return to the Nornir Chest to claim your reward.



BOARD THE SHIP

Opening the chest brings a squad of angry Hel-Walkers of various stripes, including a Hel-Reaver Scout building explosive ice walls in your way.

Eliminate them and head back down the walkway to the dock. Pick up the fallen pillar **(21)** and step onto the ship **(22)**.



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HELHEIM SHIP AND BRIDGE PLATFORM

23. MAINSAIL CRANK-WHEEL

24. BRAMBLES
(FREE SAIL ROPES)

25. RIGGING MOUNT

26. BRIDGE CRANK-WHEEL

27. HEL-REVENANTS!

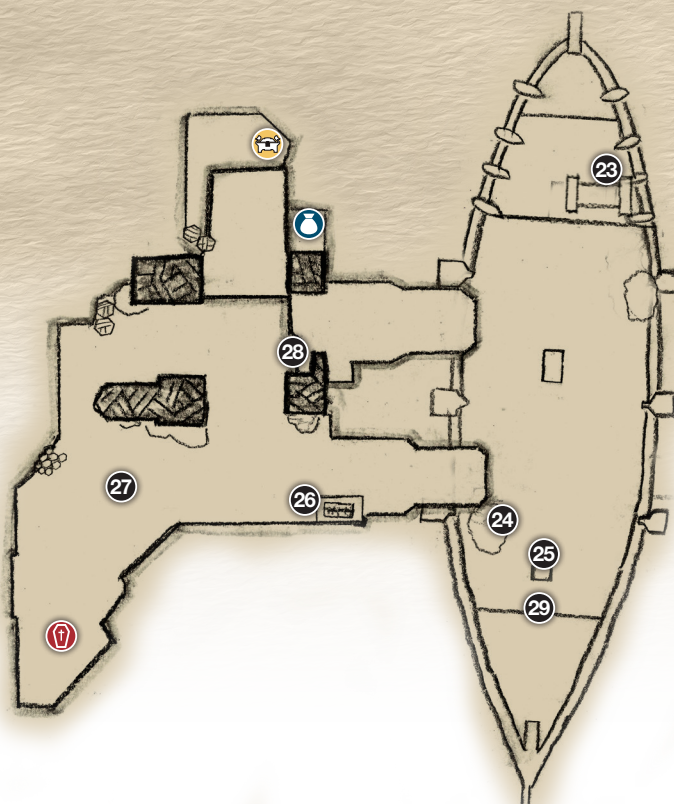
28. SPINNER LIFT

29. TEAR OFF BOW

🔵 CHEST

🔴 COFFIN

🟡 LEGENDARY CHEST



OBJECTIVE: Use the Ship

RAISE THE MAINSAIL

To get the boat moving, you need to hoist the sail, folded across the ship's bow. A crank-wheel (23) in the stern could reel in the halyard cables attached the sail to raise it, but those cables are covered in Brambles (24). Use the Blades of Chaos to burn away all of the Brambles on the deck, including some covering the cable spool attached to the wheel-crank. Then turn the wheel-crank to raise the mainsail and get the ship moving.

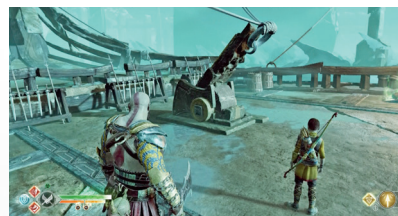


FIRESTARTER

Burning all of the deck Bramble starts two nonstop fires, one fore and one aft. Don't worry, these aren't dangerous. In fact, you'll need them shortly.



Mimir points out that Týr's Temple is near the top of a towering waterfall, and you're downstream. You can't sail up a waterfall, right? Then, after you sail only a short way, the ship gets stuck on an iceberg. Now what? Note that Atreus stares at the rigging mount (25) near the bow.



GET FREE OF THE ICEBERG

Approach the mount and press Circle to set up with Leviathan in hand. Then press R1 to chop. Keep chopping until Kratos chops through the mount and it breaks free. Now the sail is floating loose, directly above the ship.



Go back to the crank-wheel (23) and turn it again. This tightens up the sails overhead, and they start filling with heated air from the two deck fires. The ship starts rising like a modified hot-air balloon! (As Atreus remarks in his journal, "The boat works just like those flying lanterns in the Mountain!") This lifts you free of the iceberg. Unfortunately, the ship's deck rises toward a lowered section of drawbridge (circled in our shot) extending from a waterside structure...and gets stuck again.



GET FREE OF THE DRAWBRIDGE

Climb onto the drawbridge span and use the bridge crank-wheel (26) to raise the bridge. As you do, the bridge section breaks, freeing the boat until it catches on a small platform higher up on the bridge structure. This raises the boat too high for Kratos to jump back aboard from the lower bridge level.

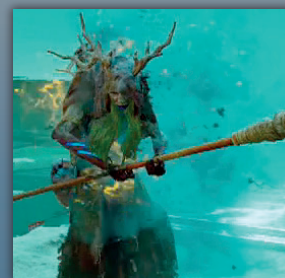


This also unleashes a pair of foul new foes on the bridge platform behind you. Two Hel-Revenants start raking up pairs of icy fissures or huffing their killer ice-breath attacks at Kratos. You don't have Atreus beside you, but he can fire his arrows from the boat, shooting down onto the bridge platform to disable the Revenant shrouds, thus keeping the creatures from teleporting away whenever Kratos attacks.



Hel-Revenant

This frozen version of the Revenant deploys attacks that can slow Kratos or even freeze him completely. If she attempts to use her blue ice-breath attack, keep moving and evade out of its range. If Kratos gets frozen in place, escape by quickly tapping Circle. Don't dally or you risk being shattered and instantly killed.



The Hel-Revenant also rakes up damaging fissure attacks that send ice shards erupting from the ground, advancing two rows at a time toward you, similar to the raking attacks of other Revenant variants. But her attacks not only hurt if the strike, but also inflict the Slow status.

RIDE THE LIFT TO THE UPPER RAMP

After the Hel-Revenants fall, find the coffin hidden behind breakable debris in the platform's back-left corner. Then approach the spinner mechanism (28) and stand close so you're on the lift under it. Start tossing/recalling Leviathan, targeting the spinner's scarred wooden panel to spin the gears and raise the lift you're standing on. When the lift reaches the top—that is, the spinner won't spin anymore – toss the axe at the gearwheel above the spinner panels to freeze the lift in place. Step out onto the upper bridge ramp, but don't jump down onto the boat yet. Don't recall Leviathan yet either! You can find a pair of hidden chests first.



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FIND THE TWO HIDDEN CHESTS ON THE BRIDGE PLATFORM

Step from the lift onto the upper ramp, turn right, and find the spot where you can climb down the wall. Once you've returned to the lower level, go underneath the raised lift platform to find a route to a Legendary Chest sitting on a ledge. Then retrace your climbing route back to the upper ramp.

When you're standing on the upper ramp again, recall Leviathan to unfreeze the lift and let it drop. A small platform previously blocked by ice is now accessible. Punch open the chest sitting on that platform.

Objective: Escape Helheim

DEFEND THE DECK FIRES!

After a few seconds of peace, Hel-Reavers start popping up all around the deck to toss ice magic at the two deck fires, trying to extinguish the flames! If they manage to put out both fires, the ship capsizes and tumbles from the sky. The first waves are weak and easy to exterminate, especially with Atreus working assiduously on the periphery with Skill-upgraded Shock Arrows. Rush back and forth to meet each threat, eliminating each small squad before the next arrives, if you can.



CAST OFF THE ENEMY ANCHORS!

Soon, however, a pair of massive grappling anchors on chains get harpooned aboard. One tears a gouge in the deck and slides off the side. But the other one latches on to the gunwale railing and halts the ship's rise. To make matters worse, a Hel-Viken and a big swarm of Hel-Shadow minions pop up too.



Slice through the Hel-Walker foes, then hustle to grab the grappling anchor; and start tapping Circle to unlatch it from the railing and push it away. Here you get a brief respite as Mimir reports that the temple is not that far away.

GET BACK ABOARD THE SHIP

Step back onto the upper ramp and go hop down onto the ship's deck. Kratos calls Atreus over to help him lift the ramp (tap Circle repeatedly) and push off so the boat can continue rising into the Skies of Helheim.



But soon more Hel-Walkers arrive, including some Hel-Shadow Archers who perch up high atop the hull-rib columns, forcing you to knock them off with axe throws.



A good tactic is to simply run back and forth from fire to fire, swinging your Blades of Chaos not only to cut down the Hel-Reavers freezing the fires, but to reignite the flames as well.

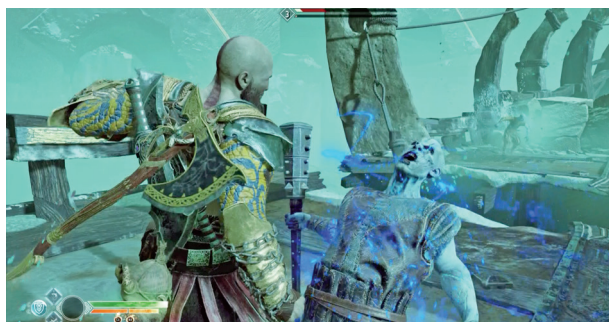
Listen to Atreus—he shouts a warning if either of the fires (starboard or port) gets completely extinguished. If you hear this call, immediately disengage from combat and rush to that brush pile to relight the fire using your Blades.



DEFEAT THE HEL-REVENANTS!

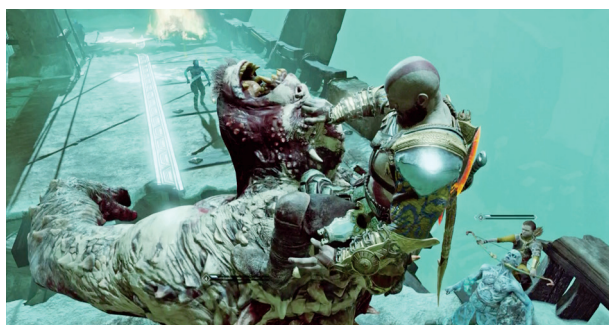
If you can keep the fires burning, another harpoon launch soon flings more grappling anchors aboard. Again, one gouges the deck and slides off while two others latch on to the gunwale railings. Go push the anchors off as soon as you can, because the next attack wave features another pair of Hel-Revenants, this time with an aerial escort of assorted Nightmares! Take them out with Atreus' help.

After the Hel-Revenants fall, you get a well-deserved breather as the ship sails ever closer to Týr's Temple. But soon enough, Hel-Vikens drop in to take a crack at halting your progress, followed by some big Hel-Reaver squads who target the fires again. As you fight, Atreus calls out that your destination is just ahead. If you can manage to keep the fires burning while taking out this wave of intruders, you trigger a big encounter:



DEFEAT THE OGRE AND MINIONS!

More harpoons snag the boat's bow with a pair of grappling anchors, and a hefty Ogre hops onto the bow too, ready to rumble. He's joined by a large mixed squad of Hel-Reavers and Hel-Brood. Focus on the Ogre first, because if you can stun and mount him using your stun grab, you can steer the big brute through the other units and decimate them. Finish him off and slice through the remaining troops.



DETACH THE BOW

After the fight, pick up all the spoils and then approach the ship's bow (29). Grab the marked spot and repeatedly tap Circle to tear off the harpooned bow and cast it down into Hel's depths. This triggers a scene, and then father and son finally abandon ship, smashing through a roof below into a Hidden Chamber inside Týr's Temple.

EXPLORE THE SECRET CHAMBER OF ODIN

When the dust settles, you're facing a locked chisel door. But first, turn around and go through the regular doors to enter an ornate library where you can find a Scroll on the floor (underneath an entire wall full of more scrolls) and a coffin at the far end that may hold an Epic Enchantment.



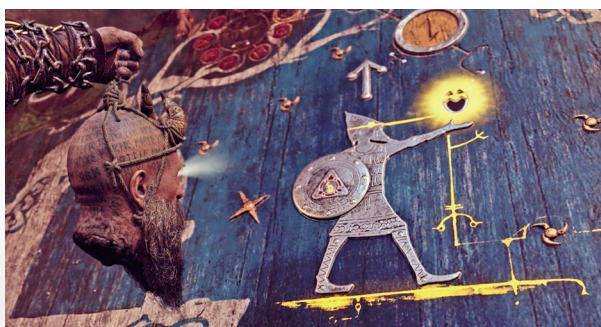
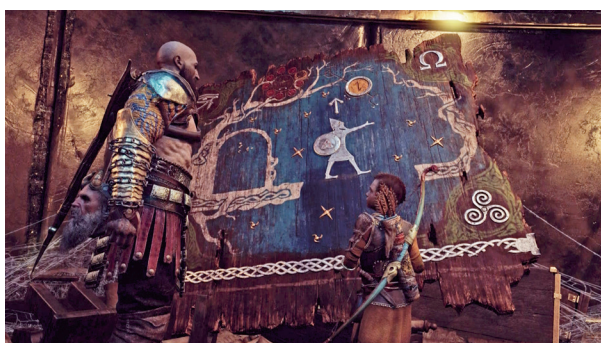
THE MISSING TOWER

This scroll, written by "The Raven Keeper," sits on the floor in the Secret Chamber of Odin's library room. Find it after you leap off of the Helheim ship and fall through the roof of Týr's Temple.



LORE

Exit the first library room and use the Chisel to open the locked door across the foyer. Enter another library room full of scrolls; Mimir recognizes it as Odin's study. Go through the next door to trigger a scene: the team finds the panel that was missing from the Týr Jötunar Shrine you found earlier. Atreus wonders why Odin chose to steal it, so Mimir asks to see it, and has a stunning revelation.



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A PATH TO JÖTUNHEIM

The Giants' Jötnar Shrine indicates that Týr left plans for a special key to a secret chamber that might offer an alternate route to Jötunheim. Mimir suggests that a Dwarf might be a good source of information on these sorts of special keys.

JOURNEY OBJECTIVES

✚ Realm-travel back to Midgard

✚ Show Týr's key plans to Brok

✚ Locate Týr's mysterious door

✚ Explore Týr's secret chamber

✚ Break the chains

✚ Go back up and flip the temple

✚ Return to the Realm Travel Room

✚ Collect Týr's mysterious object

NEW ENEMIES

✚ None

TÝR'S TEMPLE

1. REALM TRAVEL TABLE

2. BROK'S SHOP

3. STAIRCASE

4. DOOR TO HIDDEN CHAMBER

🏪 SHOP

🌀 MYSTIC GATEWAY

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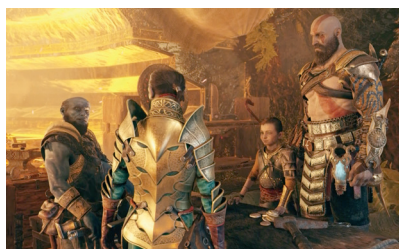
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OBJECTIVE: Realm-Travel Back to Midgard

As the new chapter opens, go straight ahead through the next set of doors in the Hidden Chamber of Odin. In the next room, find the elevator in the back-left corner and use it to ride down. You end up in the Realm Travel Room. Access the travel table (1) and select "Return to Midgard."

OBJECTIVE: Show Týr's Key Plans to Brok

When the realm travel is complete, exit the chamber via the pink door opposite the tree roots and talk to Brok at his shop (2). This triggers a scene: to Atreus' delight, the Huldra Brothers finally reunite and put their heads together to craft the perfect chamber key.

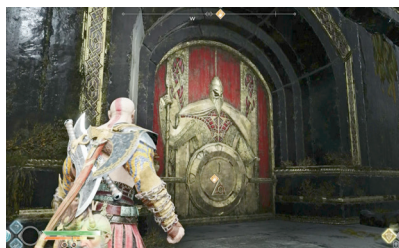


UPGRADE YOUR BLADES!

Don't forget that you picked up a Chaos Flame when you vanquished the Hel-Traveler in Helheim earlier. Use it at Brok's Shop for a round of Blades Upgrade.

OBJECTIVE: Locate Týr's Mysterious Door

Before you move on, make sure to access the shop and use the Chaos Flame you picked up in Helheim to get the Blades Upgrade IV. Then exit onto Týr's Bridge and take the left staircase (3) all the way downstairs to the boat dock. Turn left and go past the vault door. Follow the temple's curve around to the next door (4) and insert the key. The switch pops out, and Kratos automatically opens the door.



TÝR'S SECRET CHAMBER

5. LIGHT BRIDGE

6. JÖTUNHEIM DOOR (UPSIDE DOWN)

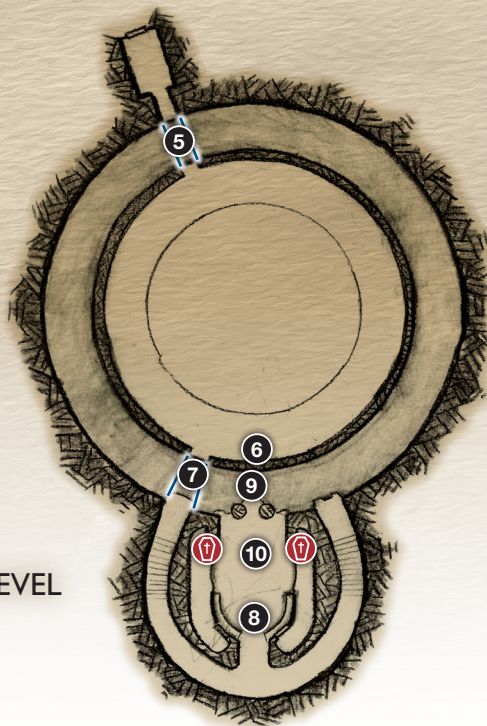
7. LIGHT BRIDGE

8. HALL OF TÝR

9. FLIP TRAVEL ROOM HERE

10. SAND BOWL / LIFT SWITCH

COFFIN



UPPER LEVEL

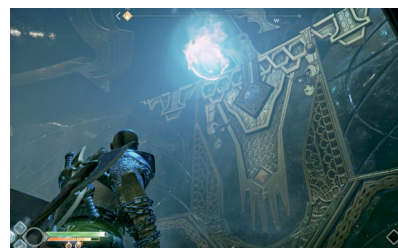
OBJECTIVE: Explore Týr's Secret Chamber

Climb the staircase that leads to a drop-off. Toggle Atreus' quiver to Light Arrows and shoot one into the crystal across the gap to generate a light bridge (5). Cross the bridge to find yourself in a huge chamber underneath the Realm Travel Room—you can see the World Tree's roots up above. But something about this room is exceedingly strange—as Atreus points out, the floor is on the ceiling!



And as Mimir notes, the realm doors on the walls above you seem to mirror the ones in the chamber above, but flipped upside down! This whole room seems to be a mirror version of the Realm Travel Room—a secret travel chamber; if you will.

Turn right and follow Atreus down the walkway until he stops (6) and points up. Press Square to trigger an exchange: Kratos spots a Runestone floating in a magical field near the ceiling, right in front of the upside-down Jötunheim door. Could it be the Jötunheim travel rune? As you observe it, the door suddenly slides open, revealing a sunlit, plant-filled area on the other side. That's your next destination.



FIND THE HALL OF TÝR

Turn right and follow Atreus through the nearby doorway that slides open. Step out onto another light bridge (7) and look left to see your destination—a sunlit area below, with a pair of massive statues holding up equally massive chains.

THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

LAKE OF NINE EXPLORATION

JÖTUNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

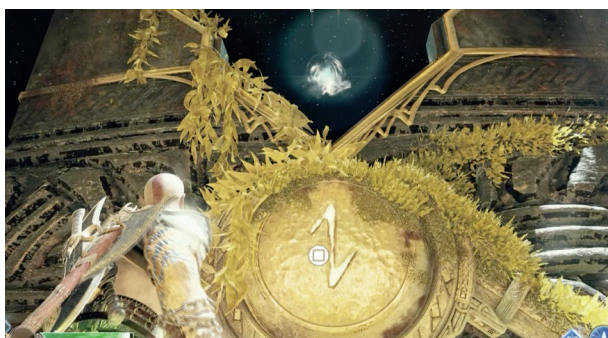
THE ART OF GOD OF WAR

Continue into a curving corridor that leads past a series of Giant-generated tapestries that suggest a deep respect and gratitude for Týr. Continue to a doorway on the left and enter the sunlit area **(8)** with the massive statues and a sand bowl in the center. This is the Hall of Týr:



TRY TO FLIP THE ROOM

Cross the hall to the far wall **(9)**, where you can see the floating Runestone through the opening above—you're now on the other side of the upside-down Jötunheim doorway. Press Square to note the Jötunheim rune etched large on the wall.



Press Circle once to grab the platform, and then start tapping Circle to lift. As Kratos hoists up the platform, the entire Realm Travel Room starts to flip over! Mimir points out that the great room appears to be built on some kind of axle. Clever Týr has built a secret backup chamber; hidden directly underneath the main one.



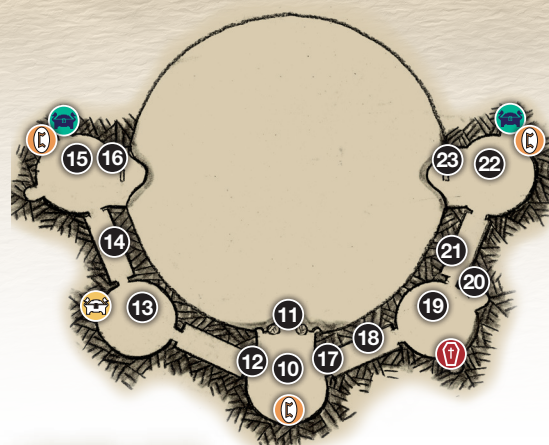
But the temple won't flip all the way over because two massive chains restrain it. Kratos figures that if he can break those chains, he can flip the travel chamber and gain access to that Runestone floating in the magical field. After Kratos drops the temple platform, the two great statues suddenly animate briefly and turn to face the sand bowl in the center of the hall.

OBJECTIVE: Break the Chains

Approach one of the big statues and press Square to have Atreus read the runes on them that translate to "Void." Then step to the sand bowl **(10)** and direct Atreus to write that in the sand. The bowl drops and is replaced by a switch. Turn the switch to activate a lift that lowers Kratos and Atreus down into a chamber overlooking a big underground cavern.

TÝR'S SECRET CHAMBER

- | | |
|-----------------------------------------|--------------------------------------|
| 10. LIFT SWITCH | 19. MID-CHAMBER |
| 11. OVERLOOK OF STATUE ARMY | 20. YGGDRASIL ROOT (SHATTER CRYSTAL) |
| 12. DOOR TO FIRST BLADE-WHEEL CORRIDOR | 21. FIRST BLOCK (TOSS CRYSTAL HERE) |
| 13. MID-CHAMBER | 22. END CHAMBER |
| 14. SECOND BLADE-WHEEL CORRIDOR | 23. BREAK CHAIN |
| 15. END CHAMBER | 🔵 CIPHER CHEST |
| 16. BREAK CHAIN | 🔴 COFFIN |
| 17. DOOR TO FIRST SPIKED-BLOCK CORRIDOR | 👤 LEGENDARY CHEST |
| 18. SECOND BLOCK | 📖 LORE |



LOWER LEVEL

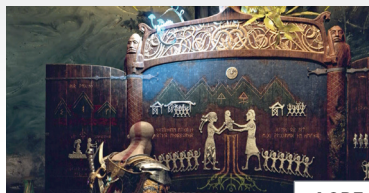
GET PAST THE FIRST BLADE-WHEEL PASSAGE

From the lift switch **(10)**, find the Jötun Shrine on the back wall—it depicts Bergelmir; the Giant King. Then step to the edge of the overlook **(11)** to see an army of statues across a chasm. If you look off to the sides, you can spot two places where the great chains meet. You must work your way to each of them to break the chains.



BERGELMIR

This Jötunar Shrine can be found after you use the sand bowl in the Hall of Týr to bring up the lift switch, then use the switch to ride down to the hall's lower level. When the lift arrives, the Jötunar Shrine is on the back wall.

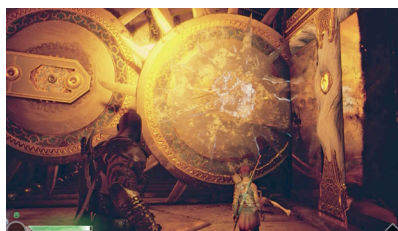


LORE

From the overlook, turn around and open the gate on the right wall to reveal another fun corridor of death (12), full of spinning blade-wheels—seven of them, to be exact, each wheel slightly overlapping the one in front of it, and all rotating in the same circling motion around the passage. Your goal is to get all seven blade-wheels in perfect alignment so that you can run through when the wheels circle up high to the opposite side.

Here's how to do it:

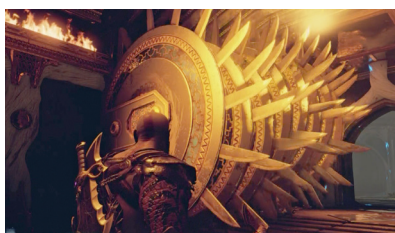
First, toss Leviathan at the glowing gear in the center of the front blade-wheel to freeze it in place. Recall the axe when the center gear on the second blade-wheel is clearly visible behind the first wheel.



Now throw at the second blade-wheel's gear to freeze that wheel in place. Wait until the first blade-wheel circles around, then recall the axe the moment the first and second blade-wheels are perfectly aligned.

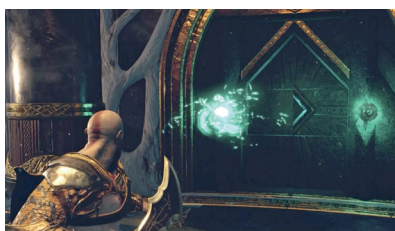
The third blade-wheel's gear should be visible. Toss Leviathan at that gear; wait until wheels one and two (which are aligned) circle around, and recall the axe when the third wheel is perfectly aligned with the first two.

You get the idea now. Repeat this process with each of the remaining blade-wheels, freezing each gear; then recalling the axe when that wheel is perfectly aligned with the ones in front of it. When all seven blade-wheels are aligned, stand on the left or right side of the passage and time your run past all of the aligned blade-wheels when you get the open route.

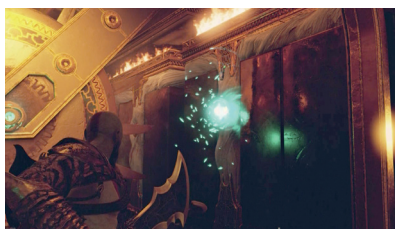


GET PAST THE SECOND BLADE-WHEEL PASSAGE

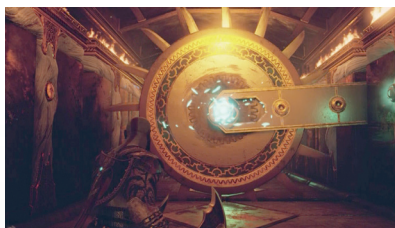
You reach a round chamber (13) that has a vault door with two wind traps, one empty and one sparkling green with the Winds of Hel. Look down the next corridor of death (14) to see more spinning blade-wheels, this time with a wind trap in the center of each wheel. Our solution path will get you safely down this next passage, but first, let's open that vault door to snag a treasure.



Use your blades to transfer the Winds of Hel from the vault door to the wind trap on the right wall of the next corridor. This starts rotating the strut on the first blade-wheel.

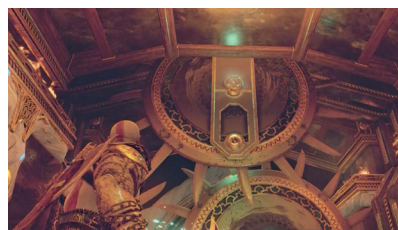


Wait until the strut is horizontal, then quickly pull the winds from the side wind trap, which locks the first wheel strut in the horizontal position (as shown in our shot). Release the winds directly into the trap in the center of that blade-wheel. This starts sliding that wheel back and forth on the horizontal strut, moving left to right.

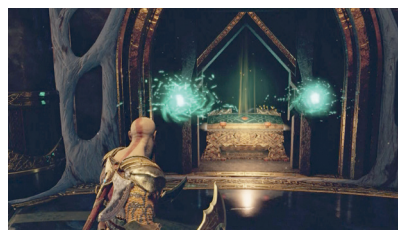


Aim so that you target the center trap of that first blade-wheel precisely when the wheel is **closest to the wall**. When it gets to that position, pull out the winds—this locks the blade-wheel close to the wall, so you can move easily past it. Turn and hustle back into the chamber to transfer the winds into one of the traps on the vault door:

The next blade-wheel down the passage slides up and down with active Winds of Hel in its center wind trap. Wait until this wheel rises closest to the ceiling, then yank out its winds; this locks the wheel up high so you can pass under it later.



Immediately turn and sprint with the captured winds back into the chamber and toss the green energy into the vault door's other (inactive) trap. This opens the door to reveal a Legendary Chest! Open it for your reward.

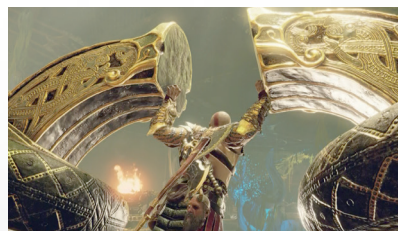


Now grab the winds from either one of the vault door traps, hustle into the corridor past the first inactive blade-wheel, and then transfer the winds into the inactive trap on the unmoving wheel. The two active wheels move left and right on their struts.

You can pull out the winds from either wheel, then toss them right back into the same trap, timing the release so that both blade-wheels are pulling away from the center at the same time. This gives you a second to sprint through the opening when it appears. Whew! You made it.

BREAK THE FIRST CHAIN

In the next chamber (15), loot the Cipher Chest in the open alcove to pick up another piece of the Niflheim Language Cipher. Direct Atreus to read the glowing runes on the nearby wall. Then approach the huge chains (16) and press Circle to tear apart the chain anchor: Get ready for a Hel-acious fight.



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LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

GOOD GODS?

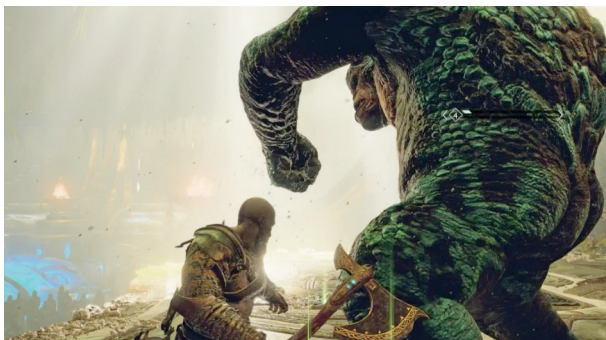
This Rune Read is scrawled on the wall in the chamber reached by working past the two corridors full of spinning blade-wheels.



LORE

SURVIVE THE RIFT AMBUSHES

Breaking the chain activates a rotating podium that rises from the center of the floor and intermittently spews two jets of flame in opposite directions. Two rifts also pop open and disgorge a Draugr squad. Fight carefully, avoiding the flame-jets as you hack apart the Draugr with Leviathan and stomp their heads with stun grabs. Soon a boulder-tossing Fierce Ogre joins the scrum as well. Focus on stunning the big goon, then steering him into the Draugr crowd.



When the chamber is finally cleared, the flame-jets shut off. Grab all the pickups and head back down the blade-wheel corridor (14) to find more rifts opening in the previous chamber (13), with Heavy and Dual-Wield Draugr pouring out. Another rotating podium rises in this room, this time spewing flames intermittently in three directions. This is a tough battle, with the flame-jets inflicting damage if you get too caught up in attack strings against foes. Be ready to unleash Spartan Rage if your health situation gets desperate.



When the last Draugr falls, the flame-jets stop. Pick up and move down the next blade-wheel corridor back to the central chamber (10) with the lift switch.

GET PAST THE FIRST SPIKED-BLOCK PASSAGE

Open the door on the opposite side (17) to find another death-trap corridor beyond. This time it's a row of three spiked, crushing blocks slamming up and down. Toss your axe at the gearwheel on the first block to freeze it in the up position.

Wait until the moment the second block hits the floor; then recall your axe; now the first two blocks are rising/falling in opposite directions. Step back and toss Leviathan at the gearwheel on the second block, which appears when it rises behind the falling first block (see our shot). This freezes the second block in the up position.



Time your run past the first block as it rises, then stop safely under the frozen second block (18). Wait and time your run past the third block just as it rises. Recall your axe as you enter the next chamber (19). Loot the coffin in one alcove, then grab a chunk of Shatter Crystal from the Yggdrasil root in the room's other blue-lit alcove (20).



GET PAST THE SECOND SPIKED-BLOCK PASSAGE

Step into the next corridor to see three more spiked blocks slamming up and down. Toss the Shatter Crystal at the red sap on the floor under the first block (21) and detonate it with a Shock Arrow. This blasts away the floor, and now the first block slides below the floor each time it falls.

Step atop the first block when it lowers. As you rise, watch the other two blocks ahead. Note a two-second pause with a clear path through the other blocks (see our shot) just as the block you're riding reaches the top of its rise. If you time your jump and sprint correctly, you should make it through easily.



BREAK THE SECOND CHAIN

In the next chamber (22), open the Cipher Chest in the alcove to acquire yet another Niflheim Language Cipher piece. Send Atreus to read the glowing blue runes next to the alcove. Then go break the chains (23) to trigger yet another wild assault with a flame-spewing podium rotating in the center of the room again.

LEAVE THEM IN PEACE

This Rune Read is on the wall in the chamber reached by working past two corridors of crushing spiked blocks.



LORE

This time you face two mega-powerful knights, a Hel-Traveler and a Traveler Champion. Maneuver them into the flames as you work along the walls of the room to keep a better eye on the flame-jets. Whittle away the vaunted Traveler armor; dodging their big windup sword strikes.



OBJECTIVE: Go Back Up and Flip the Temple

Stand near the corridor entrance and fling Leviathan at the Hel-Shadow Archers tossing ice spears at you from the previous chamber (19). After you pick them off, sprint past the moving blocks to face one last challenge. Hel-Walkers, including a pair of powerful Hel-Viken, leap from a rift as a center podium shoots flames in four directions this time. Switch to Blades of Chaos to slice through your freezing tormentors.



Clear out the room and hustle down the first corridor of moving blocks to the central chamber with the lift switch (10). Ride back up and move between the two massive statues to approach the wall with the big Jötunheim rune. Lift the temple and tap Circle to flip the structure.



OBJECTIVE: Return to the Realm Travel Room

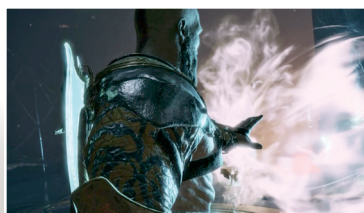
After Kratos flips the temple, turn around to see that the hall's chandelier has dropped, revealing a light crystal. Fire one of Atreus' Light Arrows into the crystal to reveal blue symbols on the floor. Toss Leviathan to spin the chandelier twice; this aligns the floor symbols to form the realm runes. The floor starts to spin, and a pair of golden tree grates open in the back of the room to reveal a pair of coffins to loot. Climb the yellow-marked wall next to the Jötunheim rune. At the top, open the door and enter the Realm Travel Room.



OBJECTIVE: Collect Týr's Mysterious Object

Move toward the glowing mist on the opposite side of the travel room. Approach it and press Circle to seize the floating object from it. Mimir calls it

the Unity Stone, a magical item that provides a way to use the Realm Between Realms to travel.



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GOD OF WAR TEAM

THE ART OF GOD OF WAR

BETWEEN THE REALMS

Based on Mimir's report, Kratos is convinced that the Unity Stone is the secret behind Týr's ability to travel easily from realm to realm. When he decides he must put it to the test in the Realm Between Realms, Mimir is not so thrilled. But Atreus is ready to take the leap with his father.

JOURNEY OBJECTIVES

- ✚ Explore the Realm Between Realms
- ✚ Take the Unity Stone to the precipice
- ✚ Investigate the Jötunheim Tower
- ✚ Use the Unity Stone
- ✚ Survive the gauntlet of realms

NEW ENEMIES

- ✚ Dark Elf Lord
- ✚ Miniboss: Dauði Munr

OBJECTIVE: Explore the Realm Between Realms

Before you walk away from Brok's Shop, be sure you upgrade everything you can for both Kratos and Atreus. You face a ferocious test of combat skill in this chapter, so you want the best equipment that Hacksilver and resources can buy. Do the same in your Skills Menu.



You want a good Skill mix for axe and Blades, but don't neglect Atreus' bow. Buy the highest level of Skills possible for it, boosting the Shock and Weaken Potency of his arrows. By this point, the boy has become a valuable combat partner. If you upgrade Atreus' Skills and use him relentlessly in battle, the fighting becomes considerably more manageable.

Walk across the chamber to use the Mystic Gateway to travel into the Realm between Realms.



OBJECTIVE: Take the Unity Stone to the Precipice

Follow Atreus off the main path onto the side spur that leads to a precipice. Walk to the precipice and press Circle to trigger a scene: the team takes the leap of faith and ends up between the realms with the long-lost Jötunheim Tower just ahead.

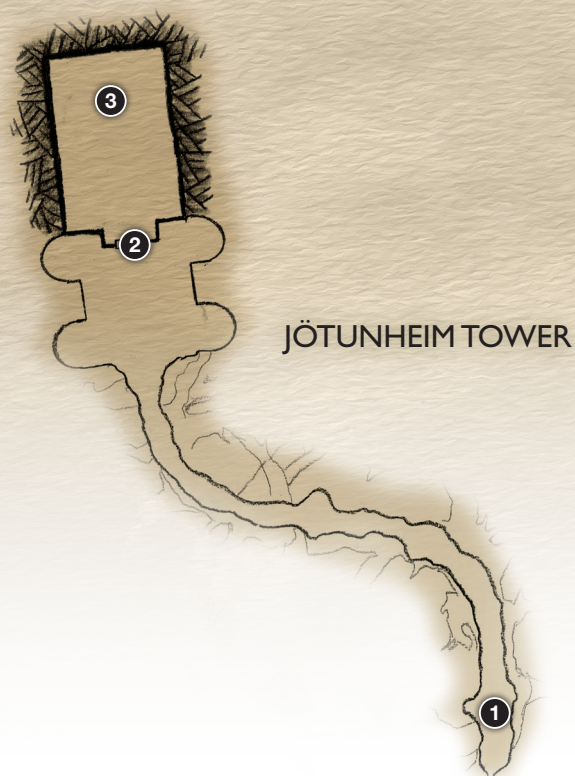


REALM BETWEEN REALMS

1. ARRIVAL

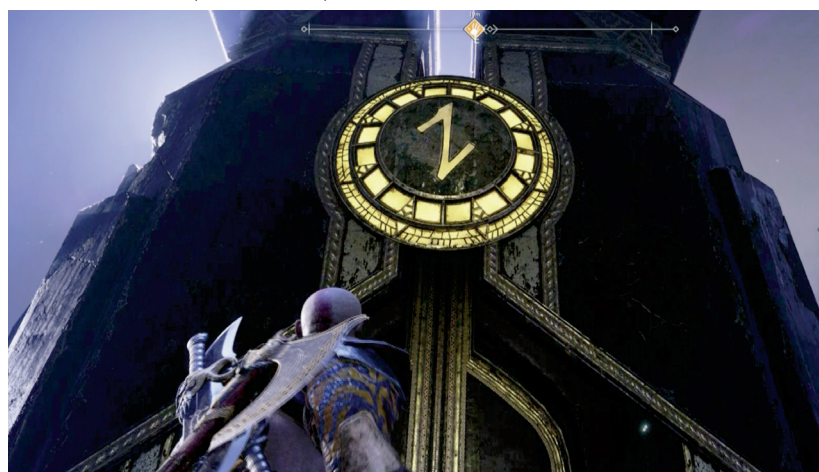
2. JÖTUNHEIM TOWER ENTRANCE

3. UNITY STONE PEDESTAL



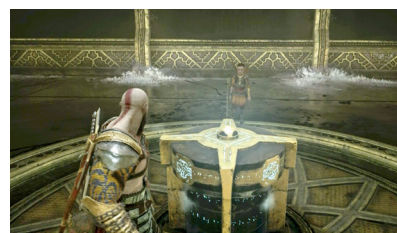
OBJECTIVE: Investigate the Jötunheim Tower

From your landing point (1), follow the path to the tower's entry platform (2). Simply open the doors and step inside. You enter a large open hall with a number of side doors and only a low pedestal (3) at the far end. As Mimir says: "Well, this is sparse."



OBJECTIVE: Use the Unity Stone

Approach the pedestal and place the Unity Stone in the slot on top. The pedestal drops into the floor, and the tower absorbs the stone's energy. For a moment, things are looking up. And then the hall doors slide open.



OBJECTIVE: Survive the Gauntlet of Realms

You face wave after wave of foes. Each wave comes from a different realm. After each wave you get a brief respite, giving you time to catch your breath and collect all the pickup items dropped by fallen enemies.

WAVE I: BROOD

First comes a hissing Brood swarm. Use Leviathan to cut them into twitching gobbets of Midgardian meat, and keep Atreus' Light Arrows flying. Normally you want to stay mobile, but with Brood it can be useful to back into a wall or a corner to keep them from jumping you from behind.



Unleash any Runic Attacks with knockback to send them all flying. When the last Brood falls, quickly grab the pickups, especially Ragestones to get your Spartan Rage available.



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GOD OF WAR TEAM

THE ART OF GOD OF WAR

WAVE 2: DARK ELF LORD

The Alfheim rune glows above the doors as a brand-new foe enters the arena. This Dark Elf Lord fights much like its brethren but with far greater power and maddening agility. At first, just one regal, horned Lord challenges Kratos, but soon another joins him. As with other heavy types, his melee strikes are well-telegraphed, making them easy to evade.



WAVE 3: HEL-VIKEN

This time the Helheim rune appears above the doors as they slide open. Switch to your Blades of Chaos and toggle Atreus' quiver to Shock Arrows. The next wave features a squad of Hel-creatures you've faced before: some Hel-Reavers and Hel-Reaver Guards, followed by three Hel-Viken—two Level 4 types and one Level 5.



You should be familiar with all of these foes by now. Don't let the Hel-Viken pin you in a corner; they're slow, so keep on the move. Slice them up and grab the pickups fast when the last one falls.



SAVE YOUR RAGE

Dark Elf Lords are major foes, but they're also tough to chase down and land a punch on. Save your Spartan Rage for Wave 4, unless you find yourself on the ropes.

Dark Elf Lord



The Dark Elf Lord uses a concussive rush attack that can break Kratos' guard and applies a blinded status effect. The three projectiles fired from the Lord's staff will surround Kratos and detonate on a short delay, blinding on contact. Roll away when the shots flash to avoid the blast radius.

Stay alert! Most of the Dark Elf Lord's attacks can blind or daze you. If you don't keep circling and dodging, you'll spend much of the fight in darkness, fending off sudden rushes from Lords lurking in the murk surrounding you. Late in the wave, a Gloom Nightmare joins in, spitting its blinding projectiles. Turn Atreus loose on the flier before it can muddy the situation.



WAVE 4: FIRE TROLL AND OGRE

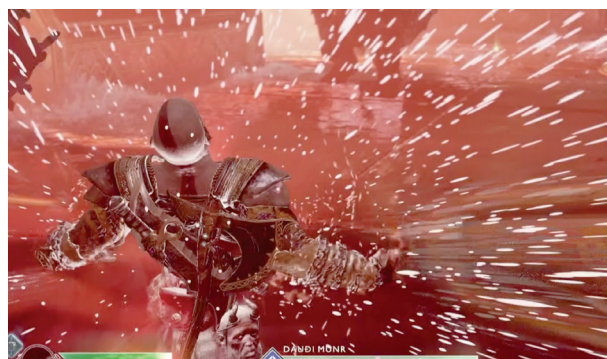
Switch back to Leviathan and Light Arrows as the bright red rune of Muspelheim, the fire realm, introduces a final blistering wave of attackers. As you might expect, these foes feature fire-imbued attacks. First, a Fire Troll named Dauði Munr lumbers into the tower and slams down his red pillar: He's joined by an Ogre and a handful of Draugr.



This is a brutal fight but you've beaten Trolls and Ogres before, so refer to those experiences. Keep your distance, flinging Leviathan until one of the big fellows turns his back or falls stunned, and then rush in for close-range attacks. If you can stun-grab the Ogre, you can ride him directly into Dauði Munr to inflict heavy damage!



This is also an excellent place to unleash your Spartan Rage—it's particularly effective against big, slow monsters, letting you land a lot of punches. Use your rage to seriously degrade the health of one or both foes, Ogre and Troll. Keep Atreus fully active too! His arrows should do more than distract now; they should pack a good punch.



EXIT THE TOWER

When the last foe drops, all doors slam shut and the Jötunheim rune glows brightly above the tall exit door. Open it to discover that the Jötunheim Tower has returned to Midgard...and is attached to Týr's Bridge!



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GOD OF WAR
TEAM

THE ART OF
GOD OF WAR



JÖTUNHEIM IN REACH

With the Jötunheim Tower back in place, it should be easy to travel to Jötunheim now—just use the Realm Travel Room, right? But of course, nothing comes easy in this Journey. In this chapter, the traveling trio find themselves rowing up a “river” that nobody would have thought navigable, in search of an odd object: Mimir’s other eye.

JOURNEY OBJECTIVES

- ✚ Return to the Realm Travel Room
- ✚ Realm-travel to Jötunheim
- ✚ Talk to Brok and Sindri
- ✚ Return to the Serpent’s Horn in Midgard
- ✚ Boat into the serpent’s mouth
- ✚ Find Mimir’s eye
- ✚ Return to the Realm Travel Room
- ✚ Defeat Baldur

NEW ENEMIES

- ✚ Boss: Baldur

LAKE OF NINE

1. REALM TRAVEL ROOM

2. BROK’S SHOP

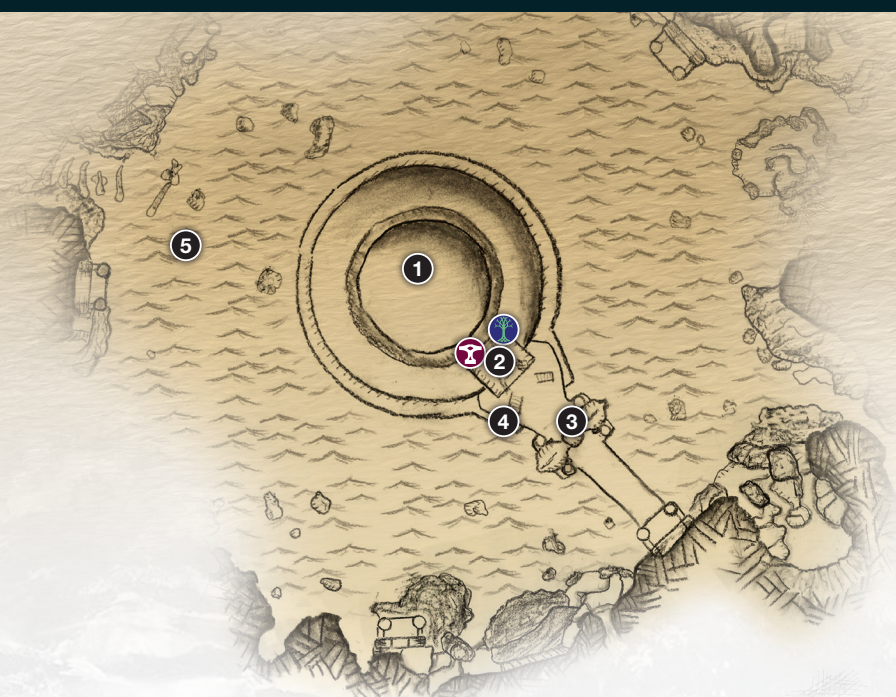
3. SWITCH / SERPENT’S HORN

4. BOAT DOCK

5. SERPENT’S MOUTH

MYSTIC GATEWAY

SHOP



THE BELLY OF THE BEAST

6. BEACH (CHEST)

7. PIER

8. CLIMB HERE

9. JUMP ONTO ROTATED CRANE PLATFORM

10. CRANE PLATFORM ROTATES BACK TO HERE

11. ARCH (LEGENDARY CHEST)

12. CRANE TOWER (LEGENDARY CHEST)

CHEST

CIPHER CHEST

LEGENDARY CHEST



OBJECTIVE: Return to the Realm Travel Room

Cross the bridge, enter the temple, and proceed into the Realm Travel Room (1).

OBJECTIVE: Realm-Travel to Jötunheim

Access the travel table. The device should already be set to Jötunheim, so press X to select "Travel to Realm." Unfortunately, it doesn't work—there's no travel crystal!



Mimir realizes that Týr used his own special eyes to refract the energy that triggers inter-realm travel—"his final failsafe."

When Atreus points out that Mimir has the same magic eyes, Mimir corrects him: he's only got ONE eye, because Odin plucked out the other to prevent him from using his eyes to realm-travel. But then Mimir recalls seeing the Huldra Brothers lurking about whenever Odin paid his visits to the Mountain's Summit. Perhaps Brok or Sindri has an idea where the Allfather hid Mimir's eye?

OBJECTIVE: Talk to Brok and Sindri

Exit the Realm Travel Room, then approach Brok's Shop (2) and talk to the brothers. You learn that Odin had the big lake statue of Thor built with a hidden compartment. Mimir's eye was likely stashed inside. Of course, now most of that statue is deep in the World Serpent's gullet.



Time to go chat with the snake again. Before you do, take Mimir's sage advice and spend everything you've got at Brok's Shop to upgrade your gear and Skills. You have a big confrontation upcoming, so you want to be as well-prepped as possible.

OBJECTIVE: Return to the Serpent's Horn

Exit the temple and go to the switch (3) halfway across the bridge. Turn the switch to ride the lift up. At the top, hold up Mimir's head to blow the horn again to hail the



serpent. In the conversation that follows, the World Serpent confirms that the Thor statue is indeed in his gullet. And he's willing to allow the travelers to go in and check things out. As Atreus says: "Ew, really?"

OBJECTIVE: Boat Into the Serpent's Mouth

Turn the switch to lower the platform, then head downstairs on the side of the bridge where the serpent waits with his mouth open. Hop into the boat (4)...and yes, paddle right into the serpent's mouth (5). It's dark at first, but keep pushing forward until you gain a light source. Pick up Aegir's Gold from the water.



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JÖTUNR SHRINES AND TROPHIES

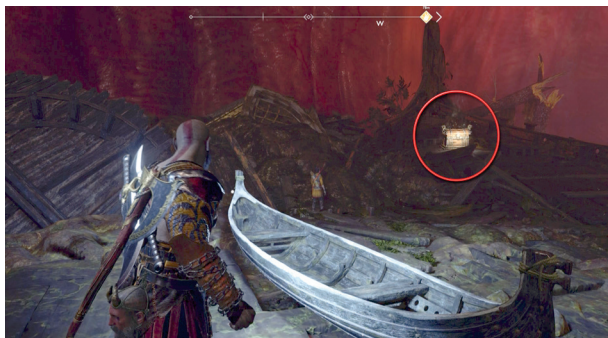
FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

OBJECTIVE: Find Mimir's Eye

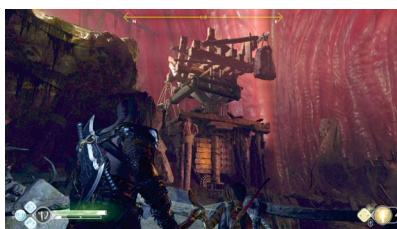
After rowing awhile, you approach a small beach **(6)**. Dock the boat, hop out, and loot the chest sitting up on the prow of a shipwreck. That's all you'll find—head back to your boat and continue along the "waterway."



As you push ahead, the wreckage gets more interesting. Dock your boat at the pier **(7)** and go smash the wooden debris at the base of a stone tower **(8)** to reveal a yellow mark...which always indicates "climb here." But if you climb the stone tower now, you'll reach a dead end, looking across at a wooden crane structure with a glowing Cipher Chest sitting on top.

So instead, do this:

Before you climb, stand on the ground facing the crane structure **(12)**. Keep tossing Leviathan at the gouged wooden panel of the spinner mechanism to rotate a crane platform around toward the stone tower:

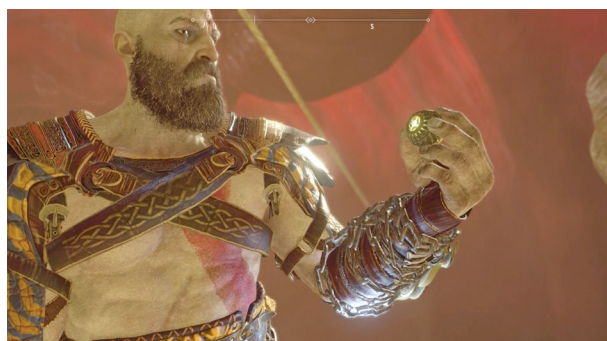


When the platform cannot rotate any closer to the stone tower, quickly toss Leviathan at the gearwheel just below the spinner panel to freeze it in place.

Don't recall Leviathan yet! Go climb the stone "tower" **(8)**...which leads up and over to the hammer handle from the Thor statue eaten by the serpent. Hop from the handle down to the crane platform **(9)** that you just rotated closer.



Recall Leviathan to unfreeze the gearwheel, and let the platform (with Kratos and Atreus aboard) rotate back to its original position. **(10)** When it stops moving, it leans against an arch **(11)**. Climb atop the arch and go open the Legendary Chest. Sure enough, Mimir's eye is inside. Kratos reinstalls the eye in the sage's head. Objective complete!



OBJECTIVE: Return to the Realm Travel Room

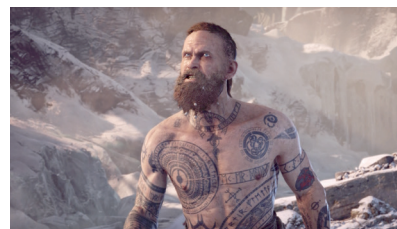
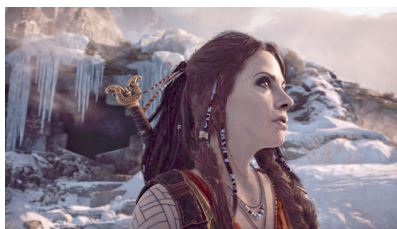
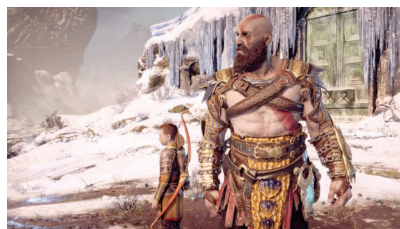
Hop across to the top of the crane structure to open the Cipher Chest you spotted earlier. This one contains another Niflheim Language Cipher piece. If you're following this walkthrough, you now have all four pieces of the Niflheim Language Cipher, which unlocks travel to that Realm of Fog from Realm Travel Room.



Hop back over to the top of the arch, step onto the yellow-marked spot on the ground, and press Circle to sling your axe over the cable and ride it back down to the boat. Hop aboard and start paddling along the serpent's interior waterway.



About halfway up the gullet (13), a great disturbance suddenly sloshes the boat around violently. The travelers end up expelled onto the Northern Dock area next to the Giant stonemason's corpse. As the World Serpent collapses onto the hills above them, Freya arrives looking for her son. Soon, Baldur sloshes ashore from the icy channel water. After a few chilling moments of family dysfunction, the final fight is on!



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Defeat Baldur!

PHASE I

Start by striking and firing arrows immediately as Baldur makes taunting gestures. Freya interferes by magically tangling both Baldur and Kratos in vines, ordering the gods to stop fighting.



Baldur responds by flinging a boulder at his mom. Then, as he approaches the bound Kratos, Atreus steps in the way. Baldur punches the boy hard in the chest, a punch with a curious result. The green mistletoe arrow that Kratos used to repair his son's quiver strap has penetrated Baldur's hand! Thus, it becomes clear: mistletoe is the one substance that can harm Freya's otherwise invincible son...which explains her angry reaction earlier when she tossed Atreus' mistletoe arrows into her hearth fire and called them "wicked."



Now Freya intervenes again, infusing herself into the corpse of Thamur and demanding an end to the fight. She seizes them with the Giant's hand and carries them off. As they travel, Mimir exclaims that the mistletoe did more than harm Baldur. It broke the invulnerability spell!



Freya (as Thamur) drops the travelers onto the frozen lake. Kratos and Atreus stand back-to-back, waiting for Baldur to make his move. Use the left stick to rotate the pair, keeping Kratos and his shield facing the direction of the on-screen purple pointer that indicates where Baldur is located. Soon Atreus spots their foe, and Kratos blocks his dash attack. As Baldur's health drops, he will taunt and heal himself. Continue attacking until Baldur tackles Kratos, ending this phase.



PHASE 2

The fighting begins in earnest now. Stick with your Blades of Chaos in this phase, since Baldur is infused with ice magic once he takes some damage in this phase. He has a six-segment health bar, plus a new set of movements. He makes an approach where he darts rapidly side to side until he's close enough to unleash a deadly cold kick strike.



He follows that up with more diagonal slides that end with a sudden straight dash punch. You can dodge if you want, but a solid shield block is your best bet here.



Baldur also tosses ice shards (blockable with your shield) and adds a two-handed ground slam that brings up sharp ice eruptions from the lake. Dodge sideways fast the moment you see Baldur rise up with both fists to strike downward.



All of this is complicated by Freya/Thamur's occasional interventions, including a massive hand swipe that sends a wide shockwave rolling across the ice, knocking down all three combatants.

She also taps the Giant's fingertips on the ground, raising circular vine traps on the field that entangle anyone who steps into them; if Kratos gets caught in one, tap Circle rapidly to break free.



This phase ends when Baldur's health drops near the halfway point, triggering a scene: Baldur makes a dash, but Kratos scores a shield strike to the throat, then follows by thrusting one of his Blades into Baldur's side. Then he flings Odin's son into a wall.



In response, Freya slams down Thamur's massive hand to separate the fighters, but Kratos grabs it and lifts. Press Circle rapidly to lift the Giant's hand, revealing the huge explosive crystal in Thamur's ring. Just as Baldur rushes underneath the crystal, hit Square so that Atreus shoots it with a Shock Arrow, detonating a mighty blast! (If you don't, the hand crushes Kratos and Baldur.) The explosion sends them all tumbling down into a ravine.



PHASE 3

Now Baldur is infused with fire magic, slinging hot bolts from long range, so switch to frosty Leviathan for this phase. Freya/Thamur drops a Brood squad into the smaller arena as well. Keep moving to avoid getting jumped by the speedy, annoying creatures. Atreus has landed atop a nearby tower, but keep him firing Light Arrows down whenever his quiver is available.



Baldur's ground pound now sends a burning furrow tearing across the ground at you. He also flashes red, then leaps high for a fiery slam from above. When you see him flash and jump, immediately roll



away from where you're standing!

When Baldur's health bar drops to about one-third, his next dash attack triggers another scene:



Kratos counters and flings Leviathan in a brutal strike that embeds the axe in Baldur's shoulder. When Kratos recalls the axe and makes a

charge, Thamur yanks the massive chisel from his giant head and slams it into the ground between the two fighters. This angers Baldur, who immediately climbs the chisel.

PHASE 4

Approach the chisel and press Circle to grab it, then climb too. Atreus hops onto his father's back to join him. Soon Baldur attacks and pins Kratos on the chisel surface. Here you use the same mechanics from the earlier fight on the dragon's back: block Baldur's punch flurries, dodge to the opposite side of Baldur's two-fisted slams, and counterpunch after he misses.



You also add a new wrinkle: when Kratos grabs Baldur by the throat, hit Square to have Atreus fire an arrow point-blank into the Norse god. After more scenic grappling, you get another shot. Again, press Square to nail Baldur with an arrow. When all three fighters fall to the ground, Atreus gets Baldur in a chokehold. Tap Square to tighten the choke. Finally, when the Spartan Rage prompt appears, hit L3 + R3 to trigger it.

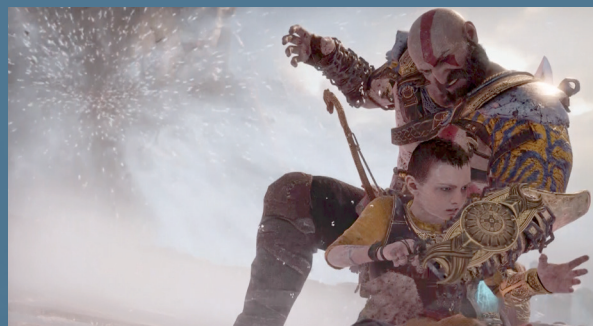


PHASE 5

Pummel Baldur with Spartan Rage punches. The fight renews, but note that Baldur switches back and forth between his ice and fire magic states, so switch your weapon accordingly: use Blades of Chaos against "blue" Baldur, and Leviathan against "red" Baldur.



When you finally knock his health bar down to zero, you trigger a final father/son tandem assault. Tap Square every time the prompt appears. Freya intervenes one more time using Thamur's powerful freezing breath, but Atreus calls in help. Watch the final, powerful cinematic: we won't spoil it here.



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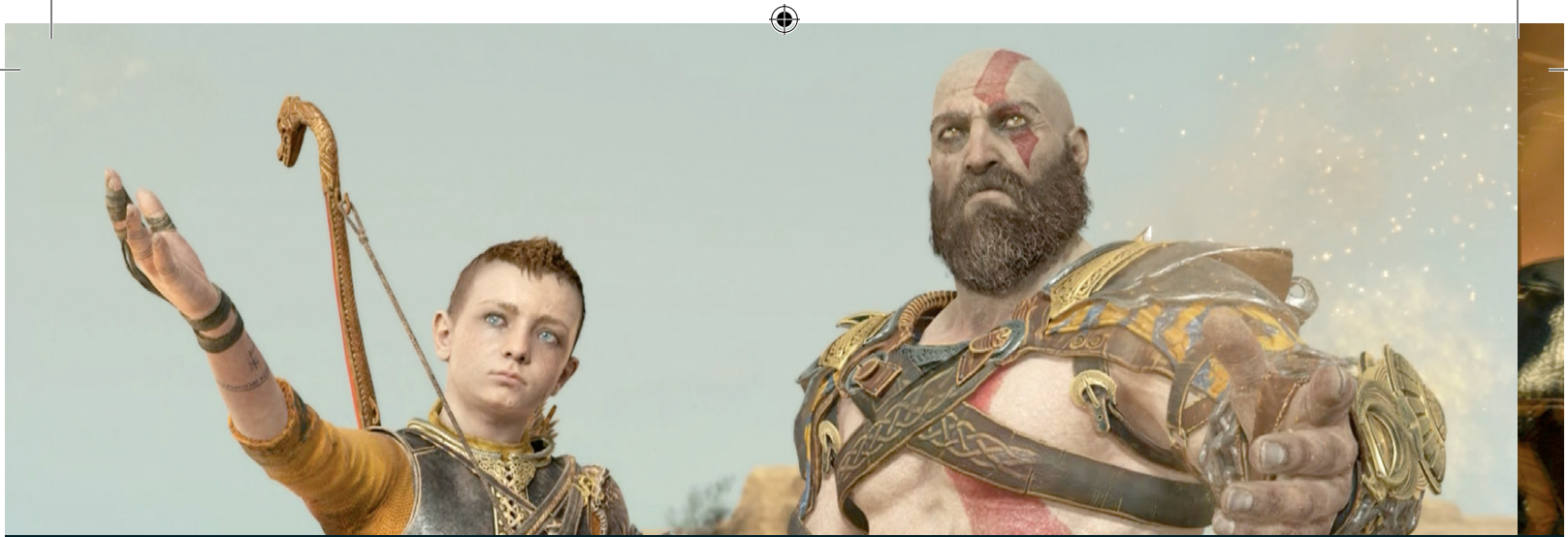
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MOTHER'S ASHES

The time has finally come to complete a wife and mother's last wishes. The Jötunheim Tower is back in place; Mimir has both eyes. Nothing else seems to stand in your way. You won't need a map to find where you're going.

JOURNEY OBJECTIVES

✚ Return to the Realm Travel Room

✚ Find Jötunheim's highest peak

✚ Open a passage to Jötunheim

✚ Scatter her ashes

NEW ENEMIES

✚ None

OBJECTIVE: Return to the Realm Travel Room

There's a boat down at the Northern Dock, but there's also a much faster way back to the Realm Travel Room. Head down the slope to the dock and use the Mystic Gateway to return to Brok's Shop in the temple. Then enter the Realm Travel Room. Use the travel table to lock in Jötunheim. Atreus automatically takes Mimir's head and uses it to transfer the energy into the door:



The door opens, revealing a staircase. But as they begin to climb, Mimir asks to be left behind, leaving Kratos and Atreus to their task alone. Brok and Sindri arrive to see them off, and agree to keep Mimir safe.

OBJECTIVE: Find Jötunheim's Highest Peak

Once control returns, climb the stairs to the top, where Atreus points out the highest Summit just ahead. Cross the bridge and enter the strange museum-like cavern at the mountaintop.



Examine the various statues and rune-covered walls as you follow the main path through the place.

THE DREAM OF MIDGARD

This Rune Read covers an entire wall of the museum-like cavern atop the highest peak in Jötunheim.



LORE

THE GUARDIAN RETURNS

This Rune Read covers another wall of the museum-like cavern atop the highest peak in Jötunheim.



LORE

When you reach the opening that leads out of the cave, you trigger a cinematic: Atreus uncovers the reason for the Journey.

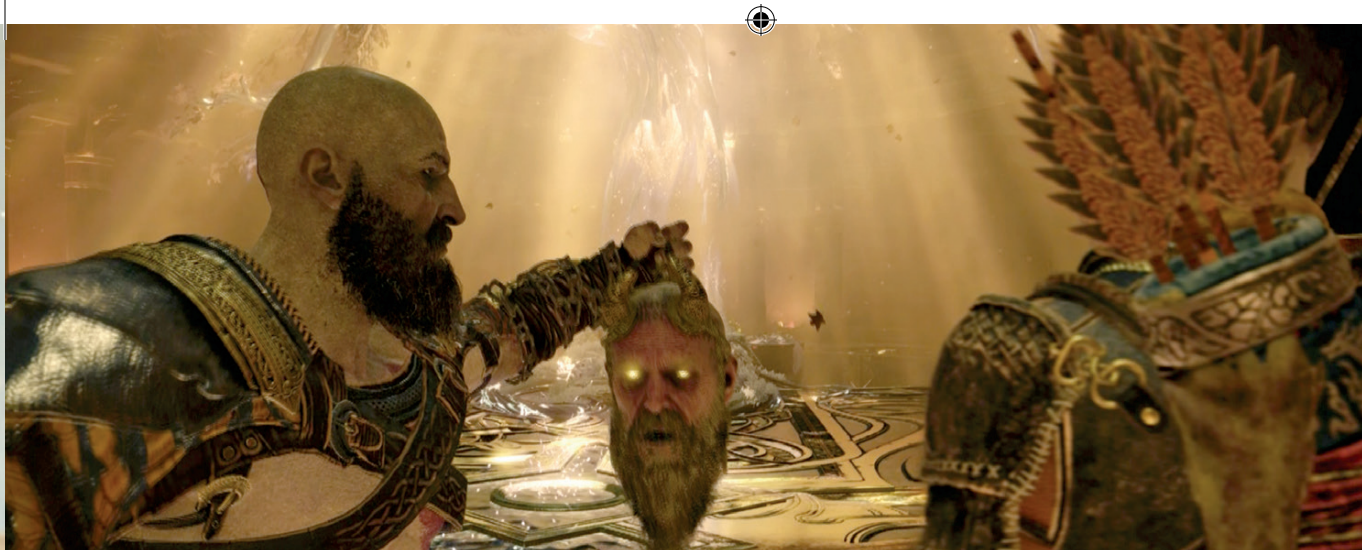
OBJECTIVE: Find Jötunheim's Highest Peak

After the scene, take some time to reexamine the wall's story before you step outside. Then climb the ledges, following the familiar yellow markings, until you reach the vista point.

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THE JOURNEY HOME

The only thing left to do now is go home. You've got a companion waiting for you on the way. And eventually, a visitor who seeks a word with you.

JOURNEY OBJECTIVES

✚ Return to the Realm Travel Room

NEW ENEMIES

✚ None

OBJECTIVE: Return to the Realm Travel Room

Retrace your route back down the ledges and through the mountaintop museum. Then descend the long staircase to the Realm Travel Room. Listen to the enlightening conversation, and note what Atreus says about freeing corrupted Valkyries and helping other people—about being “good gods.”

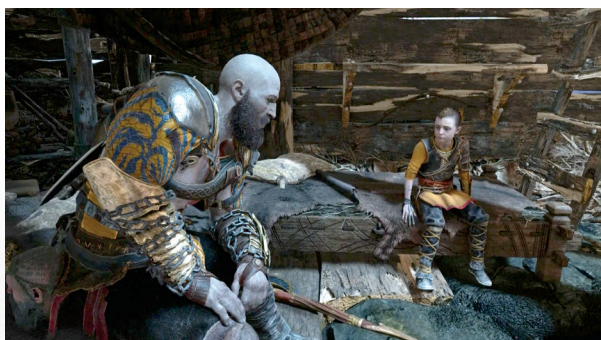


UNFINISHED BUSINESS?

Before you head home, you can explore the realms, finishing up Favors and Labors, gathering all collectibles, and finding every Hidden Chamber of Odin.

When you reach the travel room, Kratos and Atreus find Mimir on the floor and add him back to the travel team. Use the travel table to return to Midgard. Exit the chamber and visit the Huldra Brothers at Brok's Shop, if you want.

Then use the nearby Mystic Gateway to travel to your “Home” gateway. This puts you back in the front yard of Kratos' home. Enter the house, go lie down in the bed, and take a well-deserved nap. But prepare to be awakened by a visitor...



FAVORS

At the Lake of Nine, after you meet the World Serpent, Favors become available. Talk to the quest giver or approach the site of certain quests, and the corresponding quest is added to Atreus' Journal under the Favors Tab. Brok and Sindri have a few requests to make of Kratos, while wayward spirits, chained-up dragons, and Valkyries also need your help.

Everything you need to complete these Favors is covered in this chapter. Preliminary information is given at the start of each quest, allowing you to assess when to take them on.

Quest Giver	Who or what provides the Favor
Quest Giver Location	Where that quest giver is located
Quest Location	Where the quest takes place
First Available	When the Favor becomes available
Main Objective	The player's main objective during the Favor
Levels of Enemies	Toughness of the enemies faced during the Favor
Reward	Items and XP received for completing the Favor

BROK AND SINDRI (HULDRA BROTHERS)

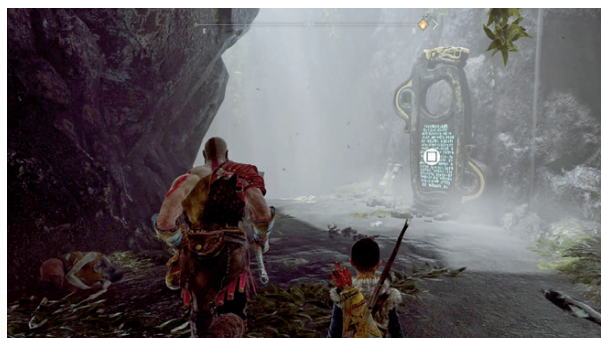
The Huldra Brothers offer up five quests in all, which take you through five different locations around the perimeter of Lake of Nine. Each brother has two quests, which must be completed in order; and once the four Favors are done, the final quest becomes available from the pair of blacksmiths—as long as they've reunited in the Journey.

OBJECTIVE: Enter the Völunder Mines

Brok's first quest, "Second Hand Soul," is available as soon as the water drops in Lake of Nine. Use the boat to reach Völunder Chasm in the southeast corner of the lake, just left of the Cliffs of the Raven. Dock once you reach the mines, follow the path ahead, and slip through the narrow crevice **(1)**.

A coffin holds valuable resources, and a Lore Marker tells of Andvari the Alchemist, the Dwarf responsible for this mine. Continue down the path, hop across the gap in the ground, and crouch-walk through the small opening to find Brok working away at a small shop. Talk to him to begin the Favor.

Brok asks Kratos to find his friend, Andvari the Alchemist, who hasn't been heard from for about a hundred winters. Place the Völunder Entry Stone into the pedestal to the right to gain entry into the mines **(2)**. Note the runes on the right wall, which Atreus translates to mean "Death Inside."



VÖLUNDER MINES



SECOND HAND SOUL

Quest Giver	Brok
Quest Location	Völunder Mines
First Available	After first water drop of Lake of Nine
Main Objective	Find Brok's friend...or what's left of him
Levels of Enemies	4
Reward	3290 XP, Axe Pommel—Grip of Völunder

1. NARROW CREVICE
2. ENTER THE MINES
3. SOUL EATER
4. OPEN THE RUNIC DOOR
5. DEFEAT THE SOUL EATER
6. DRAUGR AND NIGHTMARES

- 📦 CHEST
- 🛥 COFFIN
- 🚢 DOCK
- 🏰 LEGENDARY CHEST
- 📖 LORE
- 🌀 MYSTIC GATEWAY
- 🛡 NORNIR CHEST
- 🦅 RAVEN
- 🛒 SHOP
- 🗺 TREASURE MAP

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OBJECTIVE: Find the Dwarf with a Green Ring

Just ahead, detonate the explosive on the left to access a small room with a coffin and Hacksilver sack inside. Return to the corridor and follow it into a big cavern, where a Soul Eater (3) appears as a formidable foe, but exits through the side gate without confrontation.

COLLECTING RESOURCES

It's often worth your time to fully explore the various locations visited during the Favors. Before dropping into the lower floor, bust through the boards at the end of the path and dig up the mound of dirt to find valuable Hacksilver.

Drop to the lower level and eliminate the group of Draugr, including one with fire projectiles, and Nightmare Parasites, who possess the Draugr whenever available. Quickly fling your axe at the flying annoyances before they strengthen the undead. An explosive lantern hangs from the ceiling and can be used to easily eliminate a Draugr. Once the room is cleared, follow the Soul Eater through the gate.

The path leads into the main cavern, where a Revenant immediately attacks. Use Atreus' arrows to eliminate the foe's shroud, and then go in for the kill.



UNLOCK THE RUNIC DOOR

The path splits at this point, creating a loop that meets on the other side of the room. Head right to find a locked runic door (4) that currently keeps you from proceeding any farther; with the familiar three runes above.

DESTROY THE R

Start by knocking down the explosive that hangs just to the right of the door to destroy the seal that protects one of the runes. Next, descend the chain to the south, defeat the pair of Nightmares that appear, and have Atreus collect the **Dead and Bloated Treasure Map**, while Kratos grabs the resources from the coffin.

Remain on the path around the loop until you reach the broken slats on the right. Busting through them gives you a shot at an explosive ahead—taking out the nearby molten rock. This allows you to collect more resources from the platform below.

OBJECTIVE: Retrieve the Severed Hand

More Draugr, including one that wields a two-handed weapon, appear in the previous room, along with a pair of Nightmare Parasites. During the fight, more Draugr join the fray, with one hurling fire projectiles from a nearby platform. Once the threat's taken care of, return to the runic door:



DESTROY THE M

Around the next corner, spot and destroy the rune sitting on the central rock pillar. Drop to the lower level and approach the northeast corner:



DESTROY THE H

Raise the gate to find a clue about Andvari's whereabouts. Destroy the rune that rests in the corner and collect the resources from the coffin.



Soul Eater

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Follow the path on the other side of the door to find the Soul Eater (5). The miniboss was “accidentally created” by Andvari, while experimenting on Ancients. It’s no longer passive, though, as it attacks Kratos and Atreus. Its health is represented by the segmented bar at the bottom of the screen, while the stun meter is below. If you’ve fought an Ancient, you’re already familiar with the strategy required to bring down the behemoth and that its stone exterior is impervious to attack.

When the creature crosses its arms over its chest, it readies its attack. Its chest then opens as it launches explosive projectiles, with short pauses in between each firing. As its health decreases, its fires more projectiles more quickly.

These projectiles can be evaded with dodge rolls, but it’s easier to always put a stone pillar in between you and the Soul Eater. Note that it’s possible to remain protected behind the object, while still having a shot at the foe. When it pauses between attacks, fling the axe into its now-vulnerable chest cavity to damage the miniboss.

This causes a core chunk to pop out. Wait for a pause in the action before swooping in, collecting the item with the Circle button, and returning to cover. Wait for another pause and then toss the chunk at the Soul Eater to force its chest open again, making it once more vulnerable to attack.

Every so often, a lone Draugr joins the fight. Quickly take it down when safe to do so, or let the Soul Eater do it for you. If a projectile hits Kratos, he’s set on fire (causing a few seconds of burning). This becomes more dangerous as you dance around the lit red red pots scattered around the arena—get too close and the explosive detonates, causing further damage. This also works against the Draugr, so be careful as it nears one of the red pots while burning.

Continue to toss the axe into the Soul Eater’s vulnerable chest cavity until it becomes stunned and drops to its knees. At this point, you can use standard attacks to damage it, or perform a stun grab. During the grab, use light and heavy attacks to punch and kick it in the chest. Eventually, it falls to the ground in defeat.



OBJECTIVE: Return to Brok

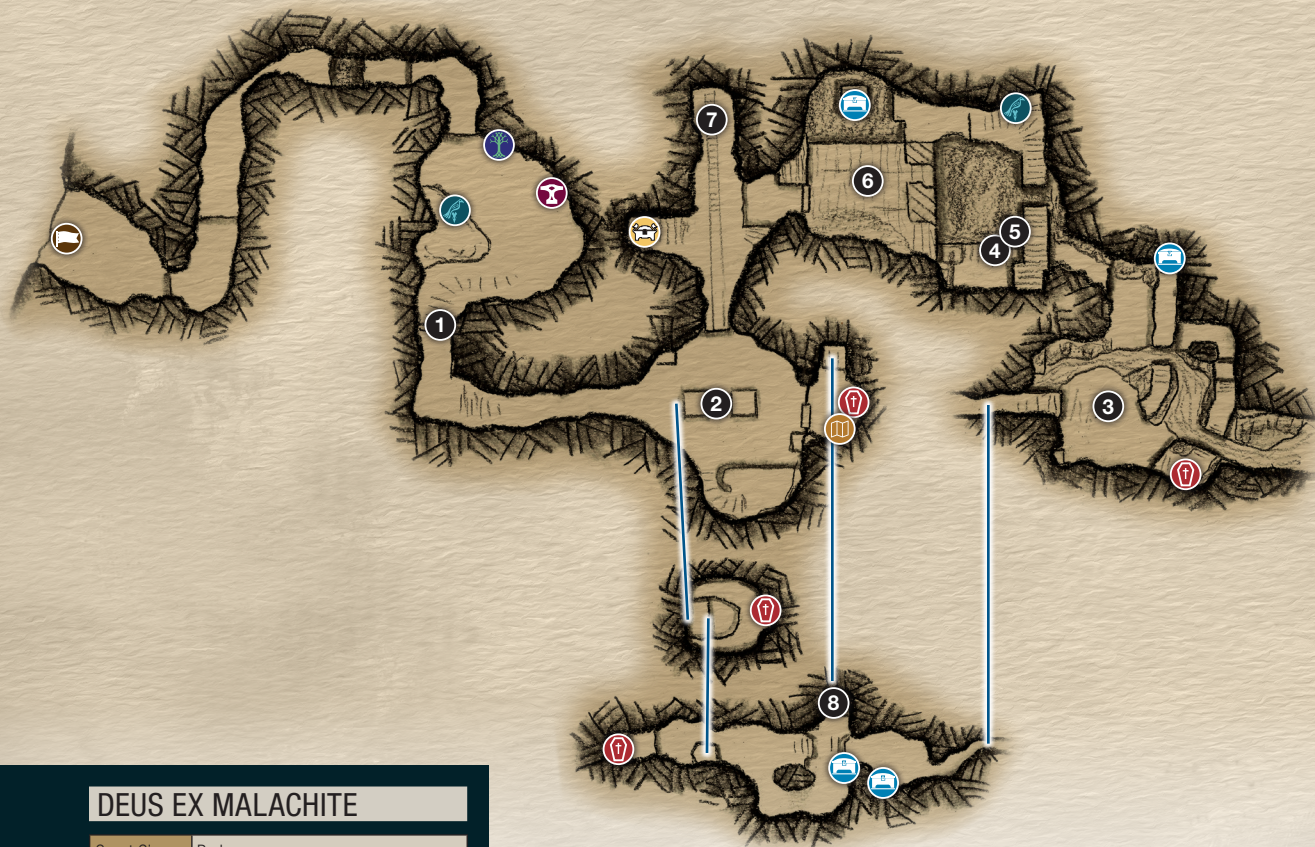
With the **Alchemist's Ring** in hand, it's time to return to Brok. An Enchantment—**Fire Sigil of Protection** is also rewarded for defeating the Soul Eater. Grab the **Leviathan Axe Light Runic Attack—Fury of the Ice Troll** from the Legendary Chest before giving Atreus a boost up the wood slats on the north side of the cavern. Once it's available, use the chain to join your son. Just ahead, runes spell out a word that Atreus is unfamiliar with—possibly written by the alchemist.

Interact with the rope ahead to zip-line into a new area **(6)** of the mines, where you must take out more Draugr and Nightmares before gathering the loot from the chest. More Hacksilver is available on the northeast side of the room by climbing and jumping across the white-highlighted boards. Use the rope again to return to the path.

Continue straight ahead into the tunnel, as three more Draugr interrupt your progress. The walkway takes you into the first room, where you first spotted the Soul Eater. Before descending the chain, collect the resources from the chest. Return the way you came to deliver the ring and news to Brok, who promises Kratos some kind of payment.



LANDSUTHER MINES



DEUS EX MALACHITE

Quest Giver	Brok
Quest Location	Landsuther Mines
First Available	After completing "Second Hand Soul" and the second water drop of Lake of Nine
Main Objective	Help Brok find what he's looking for
Levels of Enemies	5
Reward	3290 XP, Enchantment—Andvari's Soul

1. ENTER THE MINES
2. DESCEND UNDERGROUND
3. DEFEAT THE TRAVELER
4. DARK ELF WARRIORS
5. TURN LEVER
6. DEFEAT THE DARK ELF LORD
7. PUSH THE CART
8. LIFT
- 📦 CHEST
- 💀 COFFIN
- 🚢 DOCK
- 🏠 LEGENDARY CHEST
- 🌀 MYSTIC GATEWAY
- 🏠 NORNIR CHEST
- 🦅 RAVEN
- 🛒 SHOP
- 🗺️ TREASURE MAP

OBJECTIVE: Meet Brok at the Landsuther Mines

Brok's second Favor is available from Brok at any of his locations after you complete "Second Hand Soul" and the water has dropped for a second time. Find the Landsuther Canyon waterway, on the south side of the lake west of the Muspelheim Realm Tower, and follow it until you find a beach. Disembark and follow the path through the narrow opening, over the gap, and up the wood slats to find a Mystic Gateway and Brok. Talk to the Dwarf to receive the Landsuther Entry Stone, and use it on the pedestal down the hill to gain entry to the mines (1).



OBJECTIVE: Search the Mines for Andvari's Hammer

A tight tunnel leads into a big, open cavern, where a group of Tatzelwurms await your arrival. Stay on the move and be ready to quickly counter them as they emerge from the ground. More join the fight as you defeat them, so don't let your guard down until none stir.

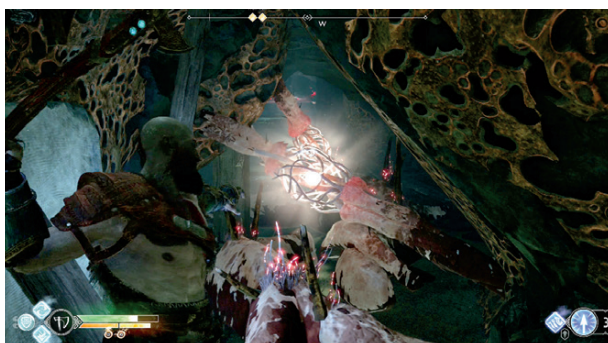
Climb onto the south platform and use the lever to lower a pallet of rock. Climb onto the rock and fire a Shock Arrow at the Shatter Crystal ahead. This creates an access to the lower levels of the mine, but three Dark Elves appear from below. Evade their attacks and take them down, as more Elves, including a Dark Elf Warrior, join the fray.



DESCEND INTO THE MINE

Once they're taken care of, descend into the hole **(2)**; shimmy to the side at the first level to pilfer the contents of a coffin. Continue down to the lower level and quickly eliminate the pair of Nightmares.

Make a sharp 180-degree turn to the left and toss your axe through the three pods of a tentacle ahead to clear a path into the next room. Kill the Nightmare and climb the boards to find a coffin full of valuable resources.



Return to the previous chamber and collect the contents of the two chests, one straight ahead and another just above and behind wooden slats. A tentacle blocks the tunnel ahead, so line the three pods up and throw your axe through them to clear the way. Squeeze through a narrow gap to reach another clearing **(3)**.



DEFEAT THE TRAVELER

A Traveler is joined by two Nightmare Parasites. You can quickly take one out, but the other manages to possess the foe. Depending on how much Kratos has been upgraded, this can be a tough fight. Use Atreus' Light Arrows to Weaken the enemy and evade his powerful attacks, while using Kratos' Runic Attacks when opportunities arise. Tatzelwurms join the fight, so keep an eye out for them as they emerge from the ground.



CONTINUE SEARCHING FOR THE HAMMER

Once they're defeated, climb onto the walkway in the middle of the cavern, collect the loot from the chest ahead, and then jump down. Head east and fling the axe through the pods to clear the tentacle out of the way. Follow the path to find a coffin (Legendary Enchantment) before returning to the previous chamber.



Next, go west and defeat the three Dark Elf Warriors **(4)** that occupy the next area. Climb the west wall and shimmy to the right until you can climb onto the broken-down walkway. When the path splits, jump to the left first and climb the boards on the right to find a chest above.

Use the zip line to return to the split, and continue straight, following the walkway right until you reach a lever **(5)**. Turn it to raise the lift ahead. Another zip line, just to the left, takes you to your earlier climb; now you can climb to the upper walkway.

DEFEAT THE DARK ELF LORD

Here you fight a Dark Elf Lord **(6)**, a formidable foe with blinding attacks and Dark Elf reinforcements. Watch his movements closely. When he takes to the air and points his glowing weapon straight ahead, he launches two or three projectiles onto the ground in front of him. After a couple seconds, they detonate. If you're caught in the blast, you suffer several seconds of blindness. Hit him with Atreus' arrows to knock him out of the air, or sprint away from the projectiles before they can explode.



He has a number of melee attacks, though fortunately his biggest moves are telegraphed. When you see him rear back, he quickly closes in, finishing with two powerful swings of his weapon. If he spins around and his weapon lights up, he runs straight at Kratos in an attempt to skewer him. If contact is made, this maneuver will break Kratos' block and cause blindness. Use a dodge roll to get out of range of the swinging attack, or sidestep to avoid the charge. It's possible to trip him as he runs at you, or parry the skewer attack. Quickly take advantage of the foe's moment of vulnerability and get in a string of attacks.



He also has standard melee attacks and is able to block with his two-handed weapon. Get in your own attacks whenever possible to deplete his health. Shock Arrows can stagger him, giving you another chance at the foe.



After one segment of the Elf's health bar is eliminated, two Dark Elves join the fight. Use Atreus' arrows to distract one and prevent becoming overwhelmed. If you get the chance to attack one of the weaker Elves next to the railings, hit it with powerful attacks in an attempt to knock it over the side, eliminating it from the fight.

The Dark Elves are rather elusive. When using Rage Mode, time your attacks well, or they may evade your moves. After taking down the leader, finish off any remaining enemies.



GRAB ANDVARI'S HAMMER

After the battle, give Atreus a boost up the western wall. He finds a lever that opens the gate. Collect Andvari's Hammer from the Legendary Chest inside and then run north up the hill to find a cart **(7)**. Push from the other side, causing it to bust through the far wall. This gets the attention of a Tatzelwurm, so deal with it before proceeding through the new hole.



OBJECTIVE: Return to Brok

This takes you back to the first room of the mine. Before returning to Brok, climb down to the bottom level again, enter the lift **(8)** in the northeast corner, and take it up to the main floor. Have Atreus grab the **Njörd's Oarsmen Treasure Map**, while Kratos collects the resources from the coffin. Open the gate and return to Brok to complete the Favor and earn your reward.



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FAN ART

GOD OF WAR
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FÁFNIR'S STOREROOM

FÁFNIR'S HOARD

Quest Giver	Sindri
Quest Location	Fáfnir's Storeroom
First Available	After completing the Alfheim portion of the Journey
Main Objective	Help Sindri find Fáfnir's whetstone
Levels of Enemies	3 - 7
Reward	3290 XP, Talisman—Talisman of Betrayal

1. EXTEND LIGHT BRIDGE
2. DEFEAT THE DRAUGR
3. PASS THROUGH THE WATERFALL
4. KEY ORB PEDESTAL
5. FÁFNIR'S ENTRY STONE
6. FÁFNIR'S ENTRY STONE
7. FÁFNIR'S ENTRY STONE
8. FÁFNIR'S ENTRY STONE
9. BANDIT SPIRIT LOCATION
10. FOREST ANCIENT

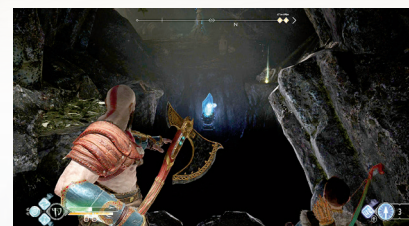
- CHEST
- COFFIN
- DOCK
- LEGENDARY CHEST
- MYSTIC GATEWAY
- NORNIR CHEST
- RAVEN
- SHOP
- TREASURE MAP



OBJECTIVE: Head to Fáfnir's Storeroom

To begin the Favor, talk to Sindri at one of his shops—there's one located just outside Fáfnir's Storeroom. Grab a boat and head west from the temple. Enter the waterway just north of the Asgard Realm Tower to find Fáfnir's Ravine, and follow it until you hit a beach. Use the nearby lift and continue along the path until you reach the large hole **(1)**. Fire a Light Arrow at the crystal to form a bridge, and proceed ahead to find a Mystic Gateway and Sindri.

With Fáfnir's Entry Stone, continue through the small opening ahead to reach a lush, green opening **(2)**. A group of Reavers occupy the forest ahead, so proceed carefully. A variety of Draugr litter the area, including a few that launch fire projectiles your way. Go after these guys first if possible as you eliminate the threat.



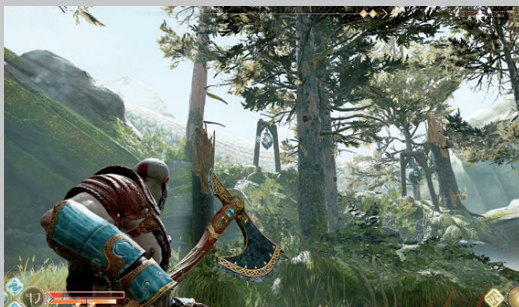
LOOT THE NORNIR CHEST

A Nornir Chest sits on the right side of the forest area. The three runes are all found on bells that sit up high, with two above the chest and a third to the left at the top of the waterfall. As with any Nornir Chest puzzle that involves bells, you must hit all three within a short timer, so finding a spot where you have a shot at all three is ideal.

H Situate yourself southeast of the chest so that you see the middle rune between two trees and the other two are easily visible as you swivel around. Aim well above the rune at the top of the waterfall and toss the axe.



R Once the axe makes contact with the bell, immediately recall your weapon as you pivot toward the two trees. Quickly toss Leviathan while placing your cursor on the second rune.



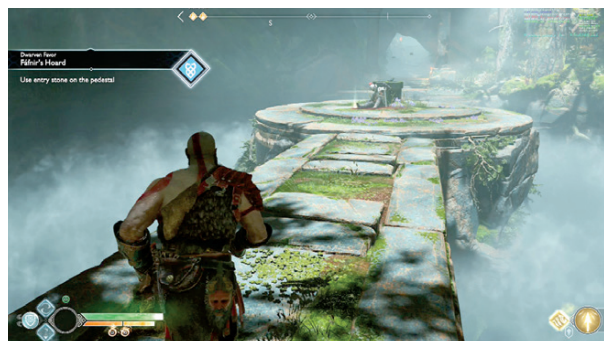
K Continue to spin to the right while recalling and flinging the axe toward the final target. You have a brief moment after releasing Leviathan to adjust your aim. As long as the first rune hasn't timed out, you can collect your reward.



Find a platform on the south side of the ravine and climb up to it to find a coffin, but beware of the Nightmare that pops up once you arrive. The main entrance to the storeroom is locked, but there's an alternative way in. Pass through the waterfall (3) and follow the path to get inside.

OBJECTIVE: Use the Key Orb on the Stone Pedestal

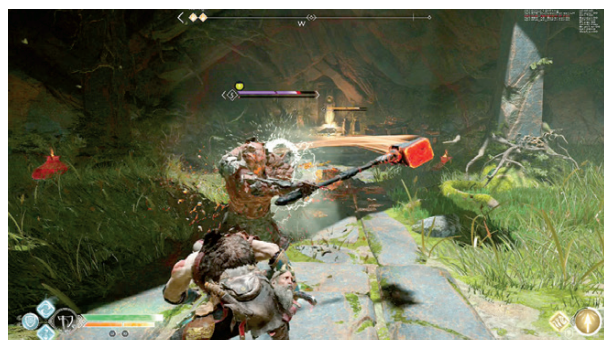
A circular stone platform sits in the middle of the area, with a pedestal in the center. A stone path leads to the pedestal (4), while multiple doors surround the perimeter. Collect the **Don't Blink Treasure Map** before inserting the Key Orb into the pedestal. This creates a new pathway that leads to the west door.



OBJECTIVE: Search for the Whetstone

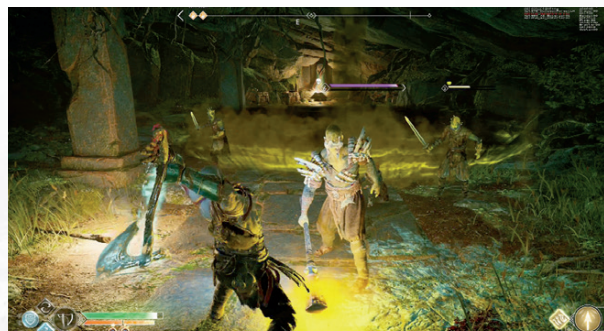
FIRST DOOR 1

Inside the first chamber, two Heavy Draugr, including one that's explosive, emerge from the ground. Carefully take them out, steering clear of explosions from the nearby red pots and the Draugr itself. Grab another Fáfíir's Entry Stone (5) that sits at the far end of the area before returning outside. Stay alert as you approach the pedestal; two Draugr attempt an ambush. Knock them off the edge for easy kills.



SECOND DOOR H

Place the second orb to create a new walkway to the east. Inside, a Viken and two Reavers stand beneath a Scorn Pole. Stick the Leviathan Axe into the Scorn Pole to eliminate the poison, then defeat the enemy. Refrain from recalling the axe, unless you plan to stick to the left side, where the poison doesn't reach. Pick up the third Fáfíir's Entry Stone (6) and return to the central area. Placement of this orb forms a bridge to the northwest.



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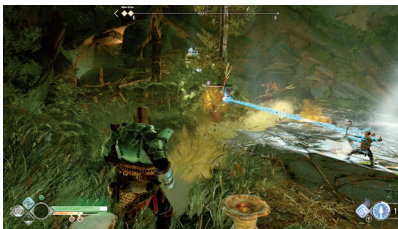
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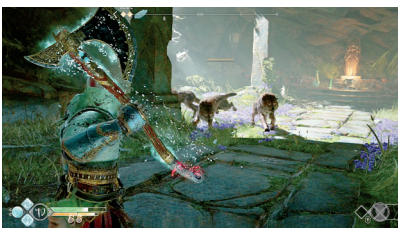
THIRD DOOR

In the third area, use Atreus' arrows to expose the two Revenants to attack, then let them have it. A fourth Entry Stone sits in front of a stag statue (7). Grab it and return to the pedestal outside, where two Projectile Draugr attack. Defeat them before placing the orb, creating a new bridge to the south-southeast.



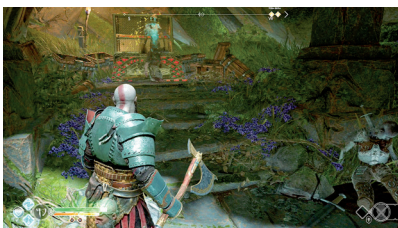
FOURTH DOOR

A pack of Wolves, including one that's poisonous, attacks once you enter the fourth area. Pay extra attention to the Poison Wolf as you take the group down. Pilfer the coffin on the right and then swipe another Fáfni's Entry Stone (8) before returning to the pedestal. The final orb forms a bridge south to a door marked with all four runes.



FINAL DOOR

Loot the Legendary Chest on the right side of the area before approaching the open chest at the far side.

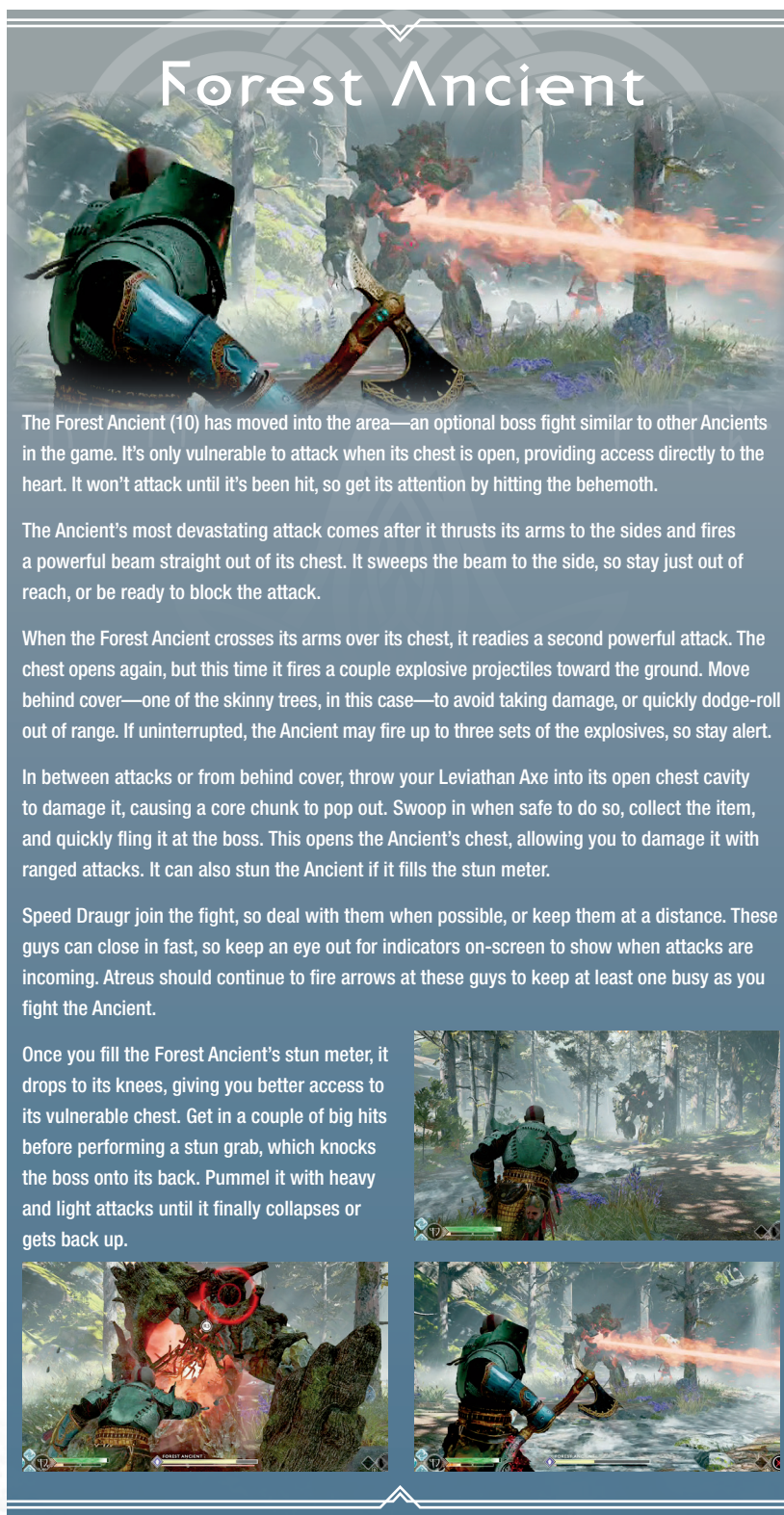


OBJECTIVE: Talk to the Bandit Spirit

Speak to the spirit (9) that floats above the chest to find out the whetstone was taken by the spirit's son. Your only clue to his whereabouts is possibly in the dagger that's been thrust into the nearby corpse.

OBJECTIVE: Return to Sindri

On your way out, two Fierce Ogres and two Nightmares spawn into the area. Dodge the fliers' projectiles while concentrating on the big guys. Once an Ogre is stunned, use it to pummel the others. With the storeroom clear, exit to the pedestal and continue out the north-northeast door to return to the forest.



The Forest Ancient (10) has moved into the area—an optional boss fight similar to other Ancients in the game. It's only vulnerable to attack when its chest is open, providing access directly to the heart. It won't attack until it's been hit, so get its attention by hitting the behemoth.

The Ancient's most devastating attack comes after it thrusts its arms to the sides and fires a powerful beam straight out of its chest. It sweeps the beam to the side, so stay just out of reach, or be ready to block the attack.

When the Forest Ancient crosses its arms over its chest, it readies a second powerful attack. The chest opens again, but this time it fires a couple explosive projectiles toward the ground. Move behind cover—one of the skinny trees, in this case—to avoid taking damage, or quickly dodge-roll out of range. If uninterrupted, the Ancient may fire up to three sets of the explosives, so stay alert.

In between attacks or from behind cover, throw your Leviathan Axe into its open chest cavity to damage it, causing a core chunk to pop out. Swoop in when safe to do so, collect the item, and quickly fling it at the boss. This opens the Ancient's chest, allowing you to damage it with ranged attacks. It can also stun the Ancient if it fills the stun meter.

Speed Draugr join the fight, so deal with them when possible, or keep them at a distance. These guys can close in fast, so keep an eye out for indicators on-screen to show when attacks are incoming. Atreus should continue to fire arrows at these guys to keep at least one busy as you fight the Ancient.

Once you fill the Forest Ancient's stun meter, it drops to its knees, giving you better access to its vulnerable chest. Get in a couple of big hits before performing a stun grab, which knocks the boss onto its back. Pummel it with heavy and light attacks until it finally collapses or gets back up.



Once the area is cleared out, loot the Ancient's valuable resources and return to Sindri to complete the quest.

NORTHRI STRONGHOLD

FAMILY BUSINESS

Quest Giver	Sindri
Quest Location	Northri Stronghold
First Available	After completing "Fáfnir's Hoard" and "The Sickness" chapter of the Journey
Main Objective	Retrieve the Whetstone
Levels of Enemies	4
Reward	3290 XP, Axe Pommel—Hræzla Farmaðr's Grip

1. PLACE NORTHRI ENTRY STONE
2. BREAK THE CHAIN
3. DEFEAT THE OGRE AND BRAWLER
4. RAIDER SHIP
5. COLLECT THE WHETSTONE
6. USE THE CHAIN

- CHEST
- COFFIN
- DOCK
- LEGENDARY CHEST
- LORE
- MYSTIC GATEWAY
- RAVEN
- SHOP
- TREASURE MAP

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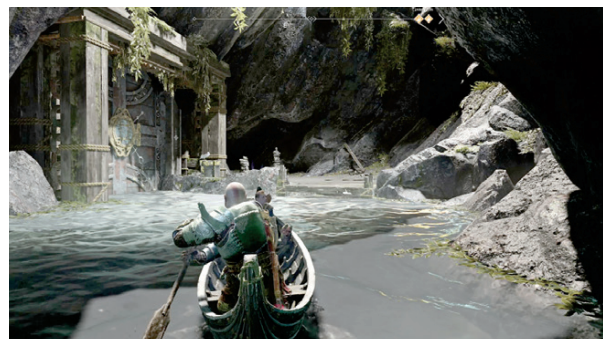
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OBJECTIVE: Head to Northri Stronghold

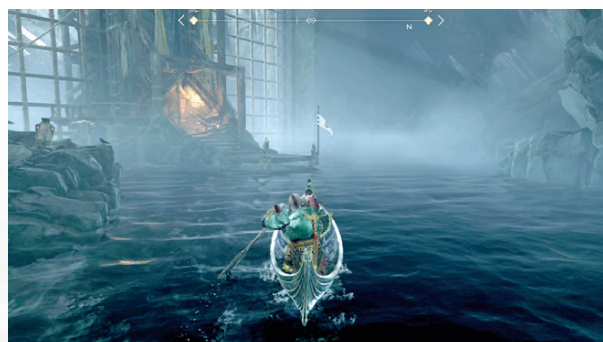
Sindri's second Favor becomes available after his "Fáfnir's Hoard" Favor and "The Sickness" chapter of the Journey are complete. At that point you must speak to Sindri at one of his shops to gain the quest and the Northri Entry Stone necessary to enter Northri Stronghold. Hop into a boat and head to the northwest corner of the lake to find the Northri Gorge, just east of the Ruins of the Ancient. Follow the waterway until you reach a dock (1). Disembark, place the orb into the nearby pedestal, and paddle through the new opening.



OBJECTIVE: Find a Way to Open the Gate

Continue to follow the waterway as it passes Sindri, who has set up a small shop next to a Mystic Gateway. Feel free to talk to the Dwarf if you need anything; otherwise, take the waterway all the way to another dock that sits between two massive gates.

Hop out of the boat and follow the walkway up to a busted bridge. First, ascend the wooden planks on the right to reach a lookout perch, where the treasure hinted at by the **Finder's Fee Treasure Map** is buried.



Drop down and follow the path until you run into a group of Reavers and Fanatics. Be sure to finish each one off, since the Reavers have the ability to heal themselves. Watch out as a Revenant joins the party; evade her attacks while Atreus weakens the creature with his arrows.

Once the monsters are cleared out, continue to the bridge ahead. Turn to the left and break the chain **(2)** that holds the waterwheel in place. This opens the gates, allowing you to continue into the stronghold. Before heading out, though, continue across the gap ahead, stop the poison flow at the Scorn Pole around the corner, and loot the chest.



OBJECTIVE: Explore Deeper Into the Mines

Remain alert, since a Reaver or two may pop up as you return to the boat. The waterwheel partially blocks the path, but you can jump through one of the gaps, where the spokes are broken. Take the boat farther into the mine and park it at an opening on the right to find a Fierce Ogre **(3)** hanging out near a fire.

Take out some frustration on the Ogre until its stun meter is filled, then mount the beast. Use it to pummel the others, which include new arrivals: a Viken and Reavers.



Climb the wooden platform in the northwest corner of the room, loot the chest, and translate the Lore Marker to learn about the Hrzla Farmaor. Climb down and spot a lift that holds a load of stone in the opposite corner of the cavern. Toss your axe at the discs that hold it up to gain access to the upper level; climb the wooden boards to get there.

Your objective leads you to the left, but the right path gains you some extra loot. Detonate the Shatter Crystal with a Shock Arrow, then hit the Scorn Pole with your axe. Follow this route around to the left, stopping at the wooden walkway. Hit another Shatter Crystal to reveal a coffin and open a ladder back to where you left the main path.

OBJECTIVE: Investigate the Raider Ship

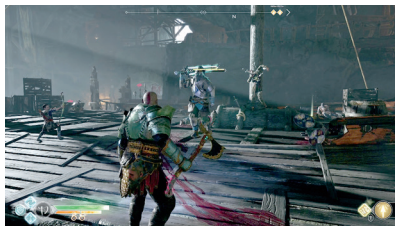
Defeat the Poison Wolf and Nightmares that attack, before shimmying across the narrow ledge on the left to score a chest. Continue on the main walkway down toward the raider ship **(4)**. A bridge is currently raised to the left, so hit the wooden board just right of the structure to give yourself a way across. Hop down on the other side to investigate the ship.



DEFEAT THE HEL-TRAVELER

There you find out the bandit's son **(5)** didn't fare too well. Fortunately Atreus discovers the whetstone nearby. After the cut scene, two Hel-Shadow Scouts begin to launch projectiles from the walkway on the right, while a Hel-Traveler enters on the left.

Quickly dispose of the ranged fighters and then concentrate on the Traveler. Be ready for his charge attacks—stay alert, as he may go into a stumbling combo. If he raises his sword above his head, move to the side to avoid the powerful attack. Defeating the Traveler rewards Kratos with the Epic Talisman—Shattered Gauntlet of Ages, a Talisman with great potential.



Once he's defeated, hit the Shatter Crystal seen through the gate to the south. This allows Atreus to enter the side room through the small opening and pull the lever. Now you can enter and loot resources from the Legendary Chest. Exit the boat where the Traveler boarded the ship, and search the lower deck to find the **Njord's Oarsmen Treasure Map**.

Atreus can translate the runes on the wall as well, which read "False Leader."



OBJECTIVE: Return to the Boat

Exit the ship and spot another Shatter Crystal hanging next to the roots that hold the water gate shut. Hit it with a Shock Arrow and then take down the Reavers and Nightmares that show up. Before jumping over the waterway, duck into the opening on the right and stop the poison with your Leviathan Axe. Swipe the resources from the coffin.

Jump across the water; use a Shock Arrow on the Shatter Crystal in the corner, and open the gate. Ask Atreus to pick up the scroll (A Son's Regret) that sits inside the tunnel to add it to your Lore, then open another gate to gain access to your boat. This scroll begins a new Wayward Spirits Favor called "Time Heals All."

OBJECTIVE: Find an Alternative Exit

Paddle through the new opening and continue until you find another dock **(6)** just before another closed gate. Exit the boat and use the chain on the pillar to open the gate. Lift the nearby door to gain some extra Hacksilver.



OBJECTIVE: Return to Sindri

Before getting back in the boat, head west across the bridge and follow the path right through the busted boards to find a coffin. Now you can take the boat back to Sindri and complete the Favor:

KONUNSGARD STRONGHOLD

HAIL TO THE KING & THE FIRE OF REGINN (DRAGON QUEST)

Quest Giver	Brok and Sindri ("Hail to the King")
Quest Location	Konungsgard Stronghold
First Available	After completing "Deus Ex Malachite" and "Family Business," and after Brok and Sindri have reunited
Main Objective	Retrieve the ingredients to craft the Dwarven armor of legend Destroy the shrines that bind Reginn
Levels of Enemies	3 - 6
Reward	3290 XP, Blades of Chaos Heavy Runic Attack—Fire of Ares, Huldra Armor Set Recipes 100 XP, Enchantment—Scale of the Mighty

1. DOCK AT BEACH

2. ENTRY STONE PEDESTAL

3. DEFEAT THE SOUL DEVOURER

4. KONUNSGARD ENTRY STONE

5. DESTROY SHRINE 1

6. DESTROY SHRINE 2

7. OPEN THE RUNIC DOOR

8. KONUNSGARD ENTRY STONE/DESTROY SHRINE

9. INTERACT WITH ANCHOR

10. INVESTIGATE THE STRONGHOLD

11. THRONE

COFFIN

DOCK

LEGENDARY CHEST

LORE

MYSTIC GATEWAY

NORNIR CHEST

RAVEN

REALM TEAR

SHOP



TWO QUESTS IN ONE

"The Fire of Reginn," one of three dragon quests available in Midgard, takes place on the north side of the stronghold, with objectives that interweave with Brok and Sindri's final Favor. Therefore, we cover both quests together.

OBJECTIVE: Head to the Konungsgard Stronghold

To begin the final quest for Brok and Sindri, talk to them at Brok's main shop once they've reunited, and receive an Entry Stone for the stronghold. Paddle into the western canal just behind Forgotten Caverns and follow it to a small beach. Place the entry stone into the pedestal to open the gate.



Head west toward daylight to reach the green, rocky landscape of the Dwarf King's stronghold. Pull out your Blades and tear through the Hel's Bramble that blocks the chain. Climb down and back up the far side to reach a Lore Marker; which Atreus translates into a journal entry titled "Mótsognir's Throne."

OBJECTIVE: Gain Entry to Mótsognir's Stronghold

Talk to Sindri at his shop ahead, or continue down the worn path, following it to the left. Turn left at the split (1), put your axe into the Scorn Pole, and fight past the Hel-Reaver to find a coffin. You may need to defeat a second enemy if he wanders into your area. Another Hel-Walker leaps out of the coffin, with two more ambushing from behind, so stay alert.

WEAPON OF CHOICE

Due to the prevalence of Hel-Reavers in the area, the Blades of Chaos are your best weapon option as you fight your way through the stronghold. They have a high resistance to frost, while weak to fire.

Return to the main path and cross the bridge as more Hel-Reavers show up. At the next split, explore to the left first to find a big cache of Hacksilver. Continue down the path until you reach a suspension bridge. A Mystic Gateway is available ahead, if needed, but you'll end up there later in the quest.

Fight through more Hel-Reavers as you continue down toward the entrance. Hit the Scorn Pole with your axe before passing through the poison. Just ahead, you reach the entrance pedestal (2); collect the Konungsgard Entry Stone off the ground and place it into the pedestal. This doesn't open the massive gate, though—you need to find two more orbs and place them into the pedestal as well.



It's time to gather the other two Entry Stones. One can be found to the south, while the other one sits to the north. You can gather them in any order; we'll go after the southern orb first.

KONUNGSGARD ENTRY STONE #2

Stop the poison flow at the Scorn Pole as you move down the southern path, then pull out the Blades of Chaos to destroy the Hel's Bramble that blocks the way. Cautiously proceed forward as two Wulvers attack at the opening. Stay on the move and avoid their quick attacks. Distract one with Atreus' arrows, while taking down the other:

The passageway leads around to a partial ring of standing stones, where an Ancient (3) lies dormant. Use your Blades on the Hel's Bramble to access the coffin, and then get the Soul Devourer's attention by bouncing your axe off it.



Soul Devourer

The Soul Devourer is built just like the Soul Eater but stronger, with the familiar impenetrable rock exterior. Defeating the Ancient is similar to dealing with other Ancients: toss the axe into its exposed chest cavity. With enough hits to its heart, it collapses, giving you further opportunity to pummel its vulnerable spot.

It has four attacks that are easily identified by its preparations. After crossing its arms, it launches a group of explosives toward the ground ahead. It may do this up to four times, with pauses in between if contact isn't made.

After falling backward onto all fours, it spews similar projectiles in all directions with a wide area of effect. Sprint down one of the side paths until you're well out of range.

If the Soul Devourer thrusts its arms out to its sides, it sweeps a beam of energy laterally. Quickly move to its side, or block the beam.

It may fall forward onto its four appendages. After a short pause, an explosion goes off in its chest, causing you serious harm if you're caught not shielding anywhere nearby. This area-of-effect attack has a big radius, so clear out of the area fast.

While the enemy's chest is open, quickly toss your axe at the exposed heart. This causes a core chunk to pop out. When safe to do so, swoop in and grab the chunk, while continuing to dodge the attack. The next time the Ancient pauses, or from behind cover, hit it with the chunk. This disables the Ancient and opens its chest for a longer duration.

Fill the stun meter, and the Soul Devourer drops to its knees, its vulnerable heart within range of standard attacks, and the R3 icon signifying that the miniboss has been stunned. Get in a couple of heavy attacks before performing a stun grab. Kratos pushes the Ancient onto its back. Use light attacks to punch and heavy attacks to kick the heart. If you're able to deplete its health in this state, Kratos rips the heart out. Otherwise, it hops back onto its feet and the fight continues.



Go ahead and grab the Legendary Enchantment from the coffin before running up the slope. Ignore the Winds of Hel for now; we'll come back to that. Use the Blades on the Bramble and then shimmy across the narrow board ahead.

Eliminate the Rabid Wolves and then drop off the platform on the right. Look up and to the left to spot a crystal hanging from a crane. Break the



disc with your axe to drop the crystal into the water; then fetch it downstream; it comes to rest at a small opening to the left.

Carry the crystal to the right until you reach a gate, where you must set the device down in order to pass through. Two more Wolves attack on the other side, so deal with them before grabbing the crystal. Make a sharp right from the gate and then left at the next intersection. Place the crystal in the base ahead as a Wulver drops into the area. Slow its approach with Atreus' Shock Arrows and then take the beast down, along with two more Wolves.



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Hit the crystal with a Light Arrow, then return to the standing stones. Capture the Winds of Hel and follow the footpath across the new light bridge before depositing it at the next wind trap. Use the Blades to grab the Winds of Hel again, leap across the gap, and transfer the winds to the trap in the door to gain access to the next area. Remember; you can only hold the Winds of Hel for 10 seconds at a time, so sprint whenever possible.

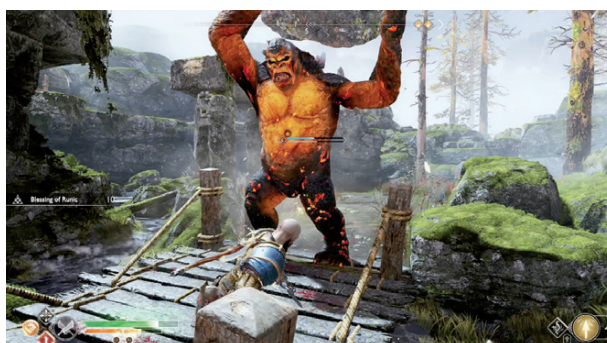


Collect the loot that's been dropped at the next corner; and follow the path around to the left to find the second Entry Stone (4). Use the nearby chain to return to the main trail, follow it back to the main gate of the stronghold, and deposit the orb into the pedestal. This causes a couple of waves of Hel-Reavers to spawn into the area, including a Hel-Viken. Be careful as you fight them, as poison spews from a Scorn Pole down the southern path. With the Hel-Walkers out of the way, it is time to grab the final Entry Stone.

KONUNSGARD ENTRY STONE #3

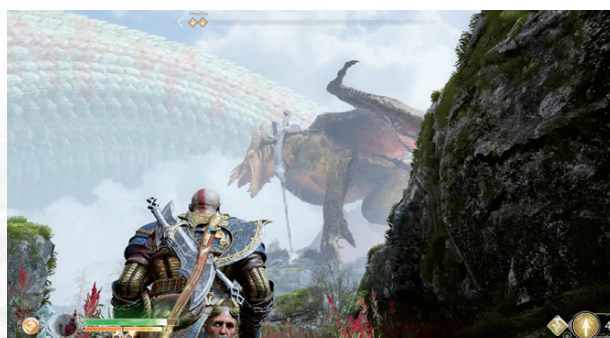
Before moving too far down the northern route, stop at the pool of water and fling your axe through the broken boards on the opposite side. Defeat the two Hel-Reavers that emerge from the water; then collect the resources from the newly revealed coffin.

Continue east along the footpath, over the downed tree and across the bridge, to find a Fierce Ogre. Two Hel-Shadow Scouts launch ice bombs from above. Concentrate your attacks on the big guy, while instructing Atreus to launch arrows at the bombers.



Climb the cliff to the south and then hop across the rock arch.

OBJECTIVE: Destroy the Shrines That Bind Reginn



When the path splits, going right returns you to the stone arch you just departed from, while left takes you toward the final Entry Stone. Stick to the path, past the anchor that holds Reginn and over the busted bridge.

FREE THE DRAGON

As you move toward the third Konungsgard Entry Stone, you spot one of the World Dragons, chained up on a distant cliff. This begins the Favor "The Flight of Reginn." Since you must pass by most of the objectives required for that quest, it's well worth the time to take care of the second Favor while in the area. We've incorporated that quest into this coverage of "Hail to the King."

SHRINE I

"The Flight of Reginn" requires you to destroy three shrines that bind the dragon, Reginn. These can be destroyed in any order; but we'll basically make our way north—finishing with the shrine closest to the third Entry Stone.

Just ahead you find the first shrine (5). Move in cautiously, as Shadows and Tatzelwurms all team up against you. On top of that, you must keep an eye out for attacks from the dragon, and if you stray too close to the northern cliff, Shadows may toss projectiles from above. Destroy the shrine and then move up the northeastern footpath.



THE DRAGON'S ATTACKS DO NOT DISCRIMINATE

While fighting the Reavers, watch out for incoming attacks from the dragon. You get a fair warning as a white aura floats up from the ground. Move out of this area, or block to avoid taking damage from the shock attack. This continues until the dragon is free, so keep your guard up.

SHRINE 2

The second shrine (6) is located in a small cave to the east. Stop once you have full view of the entrance. It's possible to take out the Reaver with the shield by knocking down the lantern that hangs above. Move inside and destroy the second shrine before returning to the previous area. Finish off any enemies that remain.



SHRINE 3

In the northwest corner, a runic door (7) blocks your progress. All three runes are close by, though they're imprinted on bells—you don't have much time to hit them. Fortunately, by using the nearby Shatter Crystals, you don't need much time.

Grab a crystal and place it halfway between the left two bells. Send a Shock Arrow its way and immediately turn to the third rune just right of the door. Hit it with a second Shock Arrow to unlock the door.

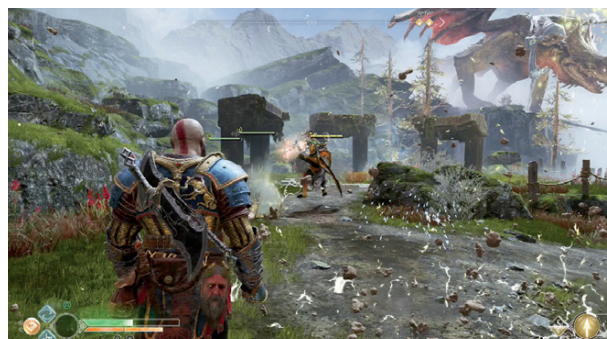


Cautiously move through the cave, as you spot a Cursed Tatzelwurm just below a hanging lantern. Quickly knock the explosive down with your axe and then finish the enemy off, as two more Tatzelwurms join the fight. Pass through the gate, use your axe on the disc that holds up the bridge, and then have Atreus translate the Lore Marker ahead. Seems Mótsgnir has convinced the people that Reginn willingly protects the stronghold.



Continue east until you're approached by a high-level Dark Elf Lord, like the one you fought in Landsuther Mines. A pair of Cursed Tatzelwurms join the Dark Elf Lord. Atreus should intermittently hit the Elf with Shock Arrows, while Kratos clobbers him with powerful attacks. Watch for his blinding abilities as you defeat the foe.

Don't let your guard down, since the dragon doesn't let up throughout the battle. If not already done, destroy the final shrine and collect the third Konüngsgard Entry Stone (8) that sits on the pedestal.



OBJECTIVE: Return to the Anchor

Ride the zip line down to the lower level and run over to the anchor (9), where Atreus releases the dragon—completing “The Flight of Reginn” quest. Return to the front gate of the stronghold, defeat the Wulvers and Reaver, and place the final Entry Stone—giving you access to Mótsgnir's Stronghold (10).



OBJECTIVE: Explore Mótsgnir's Stronghold

Head upstairs and turn right at the landing to find a Jötunar Shrine, which Atreus translates as the story of Starkaðr. Climb the ledge to the left, where a coffin provides the Enchantment—Mark of the Element. Return to the entrance and head south, following the passageway to the right until you reach another impressive door.



A Hel-Traveler raises his magical rune above his head, so quickly throw the axe at it to interrupt the spell. Whittle his health down as you dodge his attacks. A few Hel-Reavers joins the fight, so fend them off while dealing with the big guy.

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TEAM

THE ART OF
GOD OF WAR

Once the Hel-Walkers are out of the way, approach the throne (II) ahead and interact with the gap on the left side. Push the seat over, by pushing in that direction, to reveal a secret passage. Instruct Atreus to grab the nearby scroll after Kratos collects the requested items: **Dragon's Fury**, **Screams of the Innocent**, and **Ultimate Sacrifice**.



OBJECTIVE: Return to the Huldra Brothers

Exit the stronghold up the steps and follow the footpath to a waterfall. Loot the Legendary Chest to the right for the Blades of Chaos Heavy Runic Attack—Prometheus Flame, then continue on the main path until you reach an entrance on the left. This leads out to the stronghold terrace where a Winds of Hel sits next to a Nornir Chest.

Turn around and find a bell on the right wall with a wind trap below it and the same just left of the entrance. Capture the Winds of Hel and transfer it to the trap on the right, which starts rotating the bell. Immediately pull the winds back out to stop the bell on the rune.

Before the 10-second timer runs out, transfer the Winds of Hel into the wind trap on the left to start that bell rotating. This one cycles through the remaining two runes. Switch to the Leviathan Axe and break both runes as they rotate through, then sprint to the right bell and bust the third rune. This must be done in the usual short time limit.

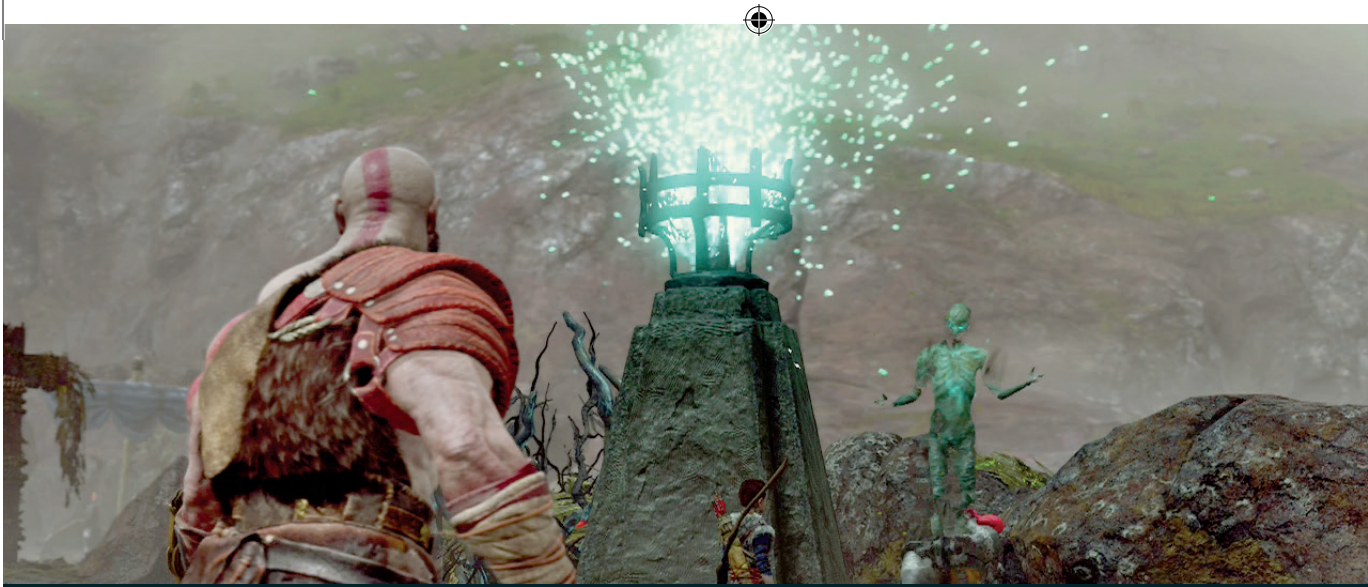
Collect the contents of the Nornir Chest before returning to the main path. A Realm Tear sits on the right side of the trail before you reach the chain. Interact with it to produce three Hel-Vikens. Defeat them and then close the tear to earn a cache of Dust of Realms.



Climb down the chain and use the Mystic Gateway to return to Brok and Sindri at the main shop. Speak with them to complete the quest and receive your reward, which completes the Huldra Brothers Favors.

LEGENDARY ARMOR FROM THE HULDRA BROTHERS

Talking to Brok and Sindri not only provides the reward of XP and Blades of Chaos Heavy Runic Attack, but now they can craft two sets of legendary armor. One set of armor provides bonuses to Strength and Defense, while the other offers bonuses to Runic and Defense. Crafting a full set of armor uses the three unique Resources that you just gathered. You can still get the other armor set, but it requires a large amount of Hacksilver.



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WAYWARD SPIRITS

LAKE OF NINE

1. QUEST GIVER – ANATOMY OF HOPE
2. QUEST GIVER – DEAD FREIGHT
3. QUEST GIVER – HAMMER FALL
4. MASON'S CHANNEL

5. VEITHURGARD PASS
6. RUINS OF THE ANCIENT
7. FORGOTTEN CAVERNS
8. ISLE OF DEATH

9. IRON COVE
10. NIFLHEIM TOWER
11. CLIFFS OF THE RAVEN
12. STONE FALLS

13. ALFHEIM TOWER
- ③ BONE
- 🔥 BRAZIER
- 🚢 DOCK

- 👤 HEL-WALKER
- 🌀 MYSTIC GATEWAY



LOW WATER LEVEL

Three wayward spirits ask for assistance as you explore the Lake of Nine. Light four braziers found on the shores to complete a fourth Favor. A fifth wayward spirit quest becomes available after you complete Sindri's second quest, "Family Business." Three of the quests provide an Offering to Týr and a recipe for one piece of Týr's armor; a rare set of armor. Complete all of these Favors to earn the Unfinished Business Trophy and Enchantment—Týr's Shard.



EXPLORING THE LAKE OF NINE

For many of the objectives in this section, we only talk about the destination and not how to get there. Refer to the **Lake of Nine Exploration** chapter for more details on each location.

While some of these Favors can be completed before the lake drops a second time, we only show the low-level Lake of Nine map. The locations remain the same, but you may need to navigate more of the beaches and islands before reaching the objectives.

ANATOMY OF HOPE

Quest Giver	Wayward spirit
Quest Giver Location	Mason's Channel
First Available	After second water drop of Lake of Nine
Main Objective	Recover Gullveig's bones and return them to the spirit
Reward	1880 XP, Offering to Týr, Waist Armor Recipe—Týr's Lost Unity Belt

Take a boat north between Njörd's Oarsmen and Mason's Channel and park at the beach that sits farther north beyond the gate. Deal with the enemy there, which differs depending on when you visit. Speak to the wayward spirit on the west side to learn of his beloved Gullveig, who lies in pieces scattered around nearby beaches.



OBJECTIVE: Recover Gullveig's Bones

Three bones must be found and returned to the spirit. The skull and two hands are found on nearby beaches.

Right Hand (beach left of Alfheim Realm Tower): The first bone sits on a cliff above the small beach situated just left of the Alfheim Realm Tower. Use a Shock Arrow on the Shatter Crystal to clear the obstruction that blocks your climb. The hand is found on the left just after the climb.



Skull (Forgotten Caverns): On the west side of Lake of Nine, paddle a boat onto the shore of Forgotten Caverns next to Svartalfheim Realm Tower. Explore farther inland, where a trio of Wolves scavenge for food. Climb up the eastern wall, then follow the path to the right until you reach a dead end. The skull rests on the ground to the right.



Left Hand (Ruins of the Ancient): Paddle onto the northeastern shores of Ruins of the Ancient. A Soul Devourer patrols the beach, though the fight is optional. It won't attack without provocation. From the dock point, vault over the pillar and move around the rocks on the left to find the hand.



OBJECTIVE: Return Gullveig's Bones / Speak to the Spirit

Once all bones have been collected, head back to the wayward spirit and speak with him.

OBJECTIVE: Kill Gullveig

With all the bones returned, Gullveig is reanimated and the Revenant Boss immediately attacks. Two Nightmares join her in the fight; eliminate them first with Atreus' arrows and quick axe throws. Take care of Gullveig in the same manner as other Revenants. Use arrows to remove her shroud and then hit her hard with Leviathan. Due to increased health and improved evasion Skills, she is tougher to take down. Avoid her poison and fissure attacks, and keep up the pressure. Defeat the ghostly creature to complete the Favor, earning XP and an Offering to Týr.

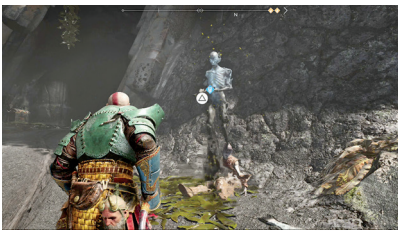


DEAD FREIGHT

Quest Giver	Tradesman spirit
Quest Giver Location	Forgotten Caverns
First Available	After second water drop of Lake of Nine
Main Objective	Kill three Hel-Walker Crews
Reward	1880 XP, Offering to Týr, Chest Armor Recipe—Týr's Lost Unity Cuirass

OBJECTIVE: Kill the Hel-Walker Crews

At Forgotten Caverns, talk to the wayward spirit just ahead to learn of his crews that perished in the Lake of Nine; their bodies continue to walk the beaches as Hel-Walkers. Three groups of Hel-Walkers plague the beaches, and you must defeat them to complete the Favor. The crews are easier to defeat once you have acquired the Blades of Chaos, but they can be killed beforehand.



Isle of Death: In southwest Lake of Nine, find the island between Niflheim and Asgard Towers and dock on the north side. Head straight ahead into the clearing to find a Hel-Walker crew, including a Hel-Viken and three Hel-Shadows.



Iron Cove: Paddle a boat to the southeastern beach of Iron Cove, located south of Isle of Death. Take out the second crew, which consists of a Hel-Reaver and two Hel-Reaver Guards.



Niflheim Tower: Dock the boat at the right elevator of the Niflheim Tower in southwestern Lake of Nine and ride it up. Two Hel-Reavers and Hel-Reaver Guard wait at the top.



Objective: Return to the Spirit

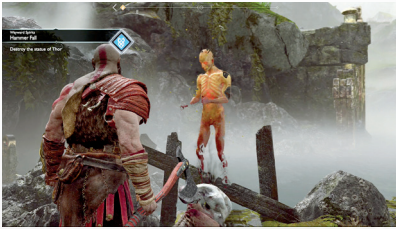
With all three crews taken care of, return to the tradesman spirit at Forgotten Caverns. Let him know that his crews are now at rest to receive the reward.

HAMMER FALL

Quest Giver	Disciple of Thor
Quest Giver Location	Stone Falls
First Available	After first water drop of Lake of Nine
Main Objective	Destroy the statue of Thor
Reward	1880 XP, Offering to Týr, Wrist Armor Recipe—Týr's Lost Unity Gauntlets, Axe Pommel—Grip of Tanngjost (dig mound of dirt)

OBJECTIVE: Destroy the Statue of Thor

Paddle two Stone Falls in northeastern Lake of Nine and make your way to the wayward spirit who waits next to the bridge on the upper level. Before the second water drop, you must break the disc that holds up half of the bridge. Otherwise, simply climb up from the lower level.



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Talk to the spirit and use the nearby wheel to open the big gate. This gives you access to Veithurgard Pass, which leads to Veithurgard. Take your boat into the pass and dock at the beach, which differs depending on the water level. For full details on Veithurgard Pass, turn to the **Lake of Nine Exploration** chapter:

Once you're in the boat in Veithurgard, paddle north when possible and beach at the small island ahead. Two Draugr inhabit the island, so deal with them before looting the chest inside the small cave.



Pull out the axe and aim toward the statue. Chain markings indicate the monument's weak points, so throw the Leviathan at the following:

- ✦ Back of the right calf
- ✦ Bottom of the back of the cape
- ✦ Right upper arm
- ✦ Left shin
- ✦ The chain

Move around the statue to get a shot at each location. Once you hit the last one, the statue crumbles to the ground.



OBJECTIVE: Return to the Disciple of Thor

Swipe the Rare Leviathan Hilt—Grip of Tanngjost from the grave site before returning to the spirit at Stone Falls. He's appreciative, and you receive your reward.

TIME HEALS ALL WOUNDS

Quest Giver	Scroll at Northri Stronghold
Quest Location	Fáfnir's Storeroom
First Available	Pick up scroll at Northri Stronghold during the "Family Business" Favor
Main Objective	Return to the spirit in Fáfnir's Storeroom
Reward	3290 XP

OBJECTIVE: Return to the Spirit in Fáfnir's Storeroom

This Favor becomes available after you find a scroll near the end of Sindri's second Favor; "Family Business." It's from the son of the spirit you met during Sindri's first Favor; "Fáfnir's Hoard." Travel to Fáfnir's Storeroom through the Mystic Gateway and make your way all the way to the back of the storeroom. Talk to the spirit to complete the quest and earn the XP.



UNFINISHED BUSINESS

Quest Giver	Brazier
Quest Giver Location	Lake of Nine
First Available	After first water drop of Lake of Nine
Main Objective	Explore the islands of the lake (four islands)
Reward	1880 XP, Common Axe Pommel—Versatile Warrior's Handle, Random Enchantment, Resources—Corrupted Remnant, 200 XP per Brazier

OBJECTIVE: Explore the Islands and Light the Braziers

Discover four braziers on the shores of Nine and light them to complete this Favor: Once each is lit, enemies attack, and they must be defeated for you to get credit for that location. The order in which you complete them doesn't matter, but to get the final reward, make sure you defeat the enemies at each site.



Cliffs of the Raven: The brazier is located in a clearing at the back of the location. Eliminate the enemies in the area, then have Atreus translate the runes on the brazier. A Viken and a group of Tatzelwurms attack, so deal with them before talking to the spirit who appears next to the brazier.



Forgotten Caverns: Climb to the top of Forgotten Caverns and then down the chain to the south. Two Wulvers attack, so kill them before lighting the brazier. The flame attracts three Hel-Reavers to the area. Finish them off, then talk to the spirit. The enemies in this area differ if you come before the second water drop—the Wulvers haven't moved in yet, replaced by a Heavy Draugr. The lit brazier attracts a Dual-Wield Draugr, as well as a group of Hel-Reavers.



Isle of Death: Make your way to the top level of the island to find the brazier. Light it, kill the group of Hel-Shadows that show up, and then talk to the spirit.



Iron Cove: Make your way to the southeast portion of Iron Cove. If you're attempting this Favor after the second water drop, this requires navigating the ship wreckage and destroying the Scorn Poles. Translating the runes causes Nightmares and Reavers to appear, so take them down and talk to the final spirit to complete the Favor.

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REALMS UNLOCK

Many of the toughest challenges in *God of War* await at two realms, Muspelheim and Niflheim. Muspelheim offers six trials that culminate in a fight against a Valkyrie. Niflheim is overcome by the Cursed Mist that limits the time Kratos can spend in the area. Meanwhile, valuable loot, deadly traps, and dangerous foes abound throughout the realm. Another Valkyrie is located deep inside the realm.




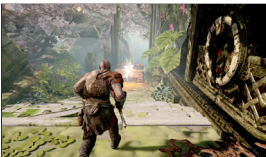


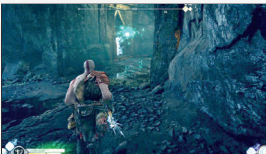
THE REALM OF FIRE

Main Objective	Complete the Muspelheim Language Cipher and travel to Muspelheim
Reward	400 XP, unlock Muspelheim, 25 XP per cipher piece

OBJECTIVE: Complete the Muspelheim Language Cipher



There are seven Cipher Chests that hold a Muspelheim Language Cipher; but only four are required to read the Muspelheim runes and travel to the realm. Once four have been collected, the remaining chests provide a random Enchantment.

LOCATION	HOW TO FIND
 Lake of Nine: Cliffs of the Raven	Find the beach with the dead Troll and brazier, which is where you dock at the high-water level. Break out the boards that block the small hole to the north in order for Atreus to drop the nearby chain. Climb up and loot the Cipher Chest.
 Lake of Nine: Forgotten Caverns	From the main beach of Forgotten Caverns, where a Nornir Chest sits to the left and a brazier to the right, climb the chain on the north side to find the Cipher Chest.
 Foothills	Near the start of the foothills, before Sindri's Shop. At the Scorn Pole that sits next to a Lore Marker, the Cipher Chest rests to the left.
 Alfheim	Travel to Alfheim and cross the bridge, taking care of any Dark Elves and tentacles that block your progress. At the other end of the bridge, the path splits; head right to find the chest.
 The Mountain	After your first trip to the Mountain Summit, where you meet Mimir, descend the steps toward the Mystic Gateway. The Cipher Chest sits just ahead on the left.
 Lake of Nine: Muspelheim Tower (after second water drop)	Though this chest is just behind Muspelheim Tower, the gate is locked, so you must find another way there. Climb Lookout Tower and slide down the zipwire to reach the area behind Muspelheim Tower. Defeat the enemies and climb the boards to find the Cipher Chest.
 The River Pass	Travel to Witch's Basement and ride the elevator up to the cavern. You must have Shock Arrows to access the Cipher Chest that sits just to the right of the elevator. Use a Shock Arrow on the nearby Shatter Crystal, move into the right room and open the chest to find the cipher. Be sure to grab the cipher before removing the Winds of Hel energy. If you have collected three of the previous ciphers, this one allows you to read the Muspelheim language and travel to the realm.

OBJECTIVE: Use the Realm Table to Travel to Muspelheim






After collecting four Muspelheim Ciphers, use the Realm Table at Týr's Temple to access Muspelheim. As you climb the volcano, a number of trials test your skills as a fighter. Refer to the Muspelheim section later in this chapter for full details.

THE REALM OF FOG

Main Objective	Complete the Niflheim Language Cipher and travel to Niflheim
Reward	400 XP, unlock Niflheim, 25 XP per cipher piece

OBJECTIVE: Complete the Niflheim Language Cipher

There are seven Cipher Chests that hold a Niflheim Language Cipher, but only four are required to learn the Niflheim Language and travel to the realm. Once four have been collected, the remaining chests provide a random Enchantment.

LOCATION	HOW TO FIND
 Lake of Nine: Beach next to Alfheim Tower	Dock at the beach next to the Alfheim Realm Tower and detonate the Shatter Crystal. Climb the first ledge and run to the right to find the Cipher Chest.
 Lake of Nine: Ruins of the Ancient	Find this beach in the northwest corner of the lake. A Soul Devourer patrols the area, so be careful using your weapon. Loot the chest for a cipher.
 Lake of Nine: Lookout Tower (after second water drop)	Dock at the Lookout Tower beach and eliminate the Nightmares. Look east and spot a paddle contraption that enables and disables the spikes that block the various routes through the area. Hit a paddle four times, and the two sets of spikes to the southwest become disabled, giving you access to the Cipher Chest.
 The Mountain Summit	During the journey, Kratos and Atreus return to the Mountain Summit with the Chisel. After reaching another Sindri Shop, you emerge onto the Summit. The Cipher Chest sits just ahead. If you have collected the three within the Lake of Nine, this one unlocks the Niflheim realm.
 The Hall of Týr	As part of the Journey, Kratos and Atreus must break the two chains in order to flip the Realm Travel Room. Follow the left wing through the traps until you reach the chain. The Cipher Chest sits against the far wall.
 The Hall of Týr	As part of the Journey, Kratos and Atreus must break the two chains in order to flip the Realm Travel Room. Follow the right wing through the traps until you reach the chain. The Cipher Chest sits against the far wall.
 Inside Serpent	This location must be looted during the Journey. Late in the game, you paddle a boat into the World Serpent. After finding the eye, step up to the zip line and look left. Hop over to the adjacent platform and loot the Cipher Chest.

OBJECTIVE: Use the Realm Table to Travel to Niflheim

After collecting four Niflheim Ciphers, use the Realm Table at Týr's Temple to access Niflheim. This realm offers a new challenge every time you exit the Cursed Mist and re-enter—enemy, trap, and treasure placements all change. Refer to the Niflheim Favors later in this chapter for more information.

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FREE DRAGONS (LABOR)

VEITHURGARD

1. DISEMBARK AT BEACH
2. DESTROY SHRINE 1
3. DESTROY SHRINE 2
4. DESTROY RUNE
5. ENTER CASTLE
6. DESTROY SHRINE 3
7. DEFEAT TROLL
8. INTERACT WITH ANCHOR

- ARTIFACT
- CHEST
- COFFIN
- DOCK
- LEGENDARY CHEST
- LORE
- MYSTIC GATEWAY
- NORNIR CHEST
- RAVEN
- REALM TEAR



Objective	Free the three World Dragons
Labor Reward	101 XP & Resource—Dragon Tear, and an Enchantment per dragon; 615 XP once all three have been freed

Three dragons are being held captive around Midgard, each chained to an anchor and bound by three shrines. Freeing the dragons, by destroying the three shrines, counts toward “The Dragon’s Curse” Labor, while also completing the following three Favors:

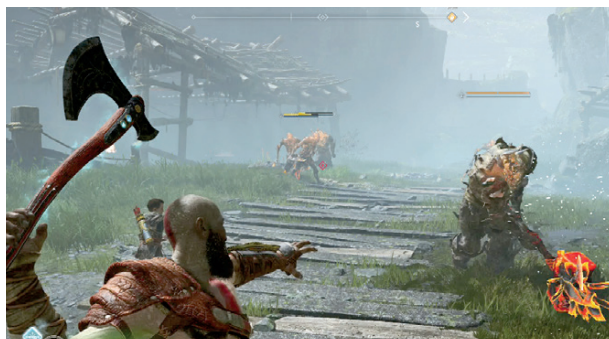


THE IMPRISONMENT OF OTR

Quest Location	Veithurgard
First Available	After first water drop of Lake of Nine
Main Objective	Destroy the shrines that bind Otr
Levels of Enemies	2 - 5
Reward	100 XP, Resource—Dragon Tear, Enchantment—Brilliant Mark of the Dragon

Otr the Dragon is chained up in Veithurgard, located in eastern Midgard. In order to reach Veithurgard, you must open a big gate by using the wheel at Stone Falls, then navigate Veithurgard Pass. This area is covered in more detail in the **Lake of Nine Exploration** chapter. Coverage of this Favor begins at the dock, but we cover everything located in southern Veithurgard here, including the Artifact quest, “Horn of Kings.” If you wish only to find the Viken Horn Artifacts, refer to the **Artifacts** chapter.

Debarb at the beach (1) and pick a fight with one of the Draugr scattered around the area; this attracts the attention of other nearby enemies, Speed Draugr and a Heavy Draugr included. If the fight takes you east under the shelter; a Tatzelwurm joins the fight.

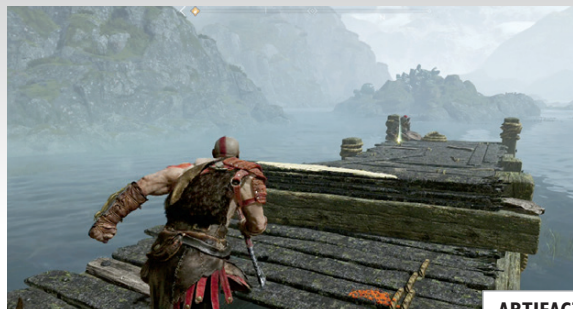


FIND THE VIKEN HORNS

Once the area has been cleared out, loot the coffin under the shelter and then run to the end of the pier to find the first of six Veithurgard Artifacts. Watch out for the Projectile Draugr that attempts to keep you away from the collectible.

HORN

Search the pier next to the Veithurgard beach to find the first Horn at the far end. A low-level Projectile Draugr blocks your way, so quickly take him down. Reward: 10 XP.



ARTIFACT

Return to the beach, follow the westward footpath, and vault over the downed tree. Grab the chain and pull it all the way down. While still holding the chain, look up to the right and stick the Leviathan Axe into the disc. This opens a gate just south of your location.



Give Atreus a boost through the new opening and follow him up, where he pulls a lever that locks the gate open; now you can recall the axe. Scale the southern wall to find a Realm Tear. Reach inside the tear and close it to receive Dust of Realms.

Drop off the nearby ledge and bust through the boards to the right to find the second Artifact. Kill the Projectile Draugr that appears, and drop to the ground.

HORN

Open the gate on the west side of the Veithurgard beach and climb to the upper ledge. After closing the Realm Tear, drop down and bust through the broken boards on the right to find the Horn.

Reward: 10 XP.



ARTIFACT

OBJECTIVE: Destroy the Shrines That Bind Otr

Head south to the steps, but wait before climbing them; Otr the Dragon breathes lightning down the length of the stone steps, as evidenced by the scorch marks. When safe to do so, sprint up to a clearing on the left as a Draugr emerges from a small room.

SHRINE 1

During the dragon's next pause, kill two more low-level Draugr as you sprint up to a small opening on the right. From there, sprint south, turn right at the anchor, and quickly climb a small ledge ahead. Follow the trail up the hill to find a lone Shadow and the first shrine (2). Destroy them both, as well as a couple of reinforcement Reavers.



OTR'S LIGHTNING

On top of the lightning breath that periodically torches the central steps, Otr casts an area-of-effect lightning spell. A white aura floats up from the ground when the attack is incoming, so clear out or dodge to avoid damage taken.

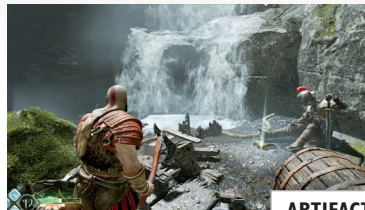


SHRINE 2

Head east past the anchor to find more Reavers and Shadows. Another Artifact sits to the right, but you must deal with the enemies before collecting it. Turn north and follow the trail to the far end to find the second shrine (3). Demolish it and kill the Reavers that have been agroed.

HORN

In the middle of Veithurgard, at the top of the main steps, an anchor attempts to hold Otr the Dragon in place. Go east from the anchor and search between the corpse and crates on the right to find the Horn. Any Reavers in the immediate area must be killed before you collect the Artifact. Reward: 10 XP.



ARTIFACT

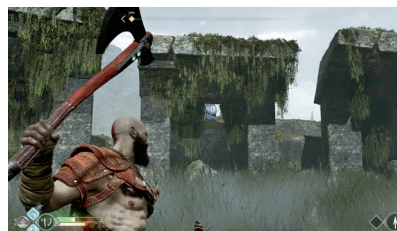
LOOT THE NORNIR CHEST

Across the narrow ravine from the second shrine sits a Nornir Chest. The three runes are scattered throughout eastern Veithurgard.

M The first rune sits on the edge of a cliff directly east of the second shrine. Look for the log that stretches across the aforementioned ravine, as it nearly points out the rune. Hit it with your axe to destroy the seal.



H Drop into the ravine and head north into the circle of standing stones. Dispose of the Shadows that occupy the area, including the ones that launch projectiles from atop the stones. From the point where you entered, count over four stone structures to the left and look directly west so that you can see the rune (4) in the middle of that structure—destroy the seal.



R There's a chain to the north for easier access between the boat and eastern Veithurgard. Kick it over the edge in case you wish to return to this area later on. Exit the standing stones to the east and bust through the boards ahead to find a coffin and lone Draugr. Next, head south toward a one-way gate and look to the right to spot the final rune. Break it before passing through the gate and looting the Nornir Chest (Horn of Blood Mead).



The third shrine is just on the other side of the busted bridge, but you must traverse part of the castle to reach it. Move back through the previous gate and turn right. At the end of the trail, hop over to the bridge and climb up. Hit the explosive on the right to destroy the molten rock that blocks the path. Sitting across the gap next to a corpse is another Artifact.

HORN

A stone bridge that leads to the castle on the southeast side of Veithurgard has been destroyed. You're unable to cross to the east side until an explosive is detonated on the other side, but that's not necessary to get the Artifact, as it rests next to a corpse on the west side. Reward: 10 XP.



ARTIFACT

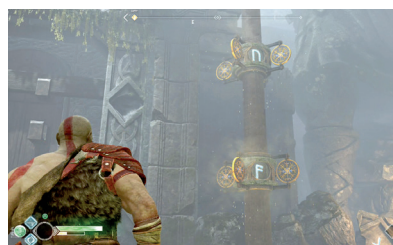
ENTER THE CASTLE

To the east, a large, majestic gate (5) keeps you out of the castle. Before solving the rune puzzle to unlock the gate, kill the two Vikings and translate a Lore Marker to the south.

Step up to the gate to find two runes on the left side and indentions on the right, where two more once hung. Lying on the ground nearby are the two missing runes. Use the paddles on each side of the gate to match the runes.

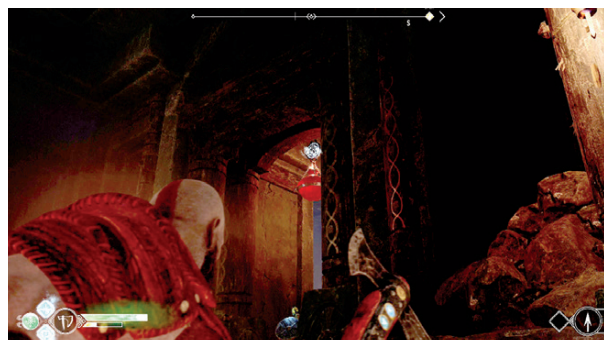


↑ R The runes on the left are easy to figure out, as they're still displayed on the gate.



↑ F The right runes must be matched up with the two tiles that lie on the ground. Flip the runes around to display as shown in this image.

Once the massive gate is open, slowly move up the left side of the steps as you look to the right. Ready your axe, and once you spot a hanging lantern above another entryway, knock it down to kill off a pair of Reavers. Open the Jötunar Shrine in the corner to learn about Skaði, the great huntress.



Move up the left steps and take out the Shadow and Reaver before collecting another Artifact. Proceed through the doorway and descend the stairs to find the route blocked. Detonate the red explosive to gain access to a lever: Pull it back to raise the grill ahead and loot the coffin.

HORN

Solve the rune puzzle to enter the castle on the southeast side of Veithurgard. Kill the Reavers along the way as you move up the steps, left of the Jötunar Shrine. The Horn lies on the floor next to a corpse. Reward: 10 XP.



ARTIFACT

SHRINE 3

Descend deeper into the castle and take out the two Reavers near the water; a red jar on the right makes quick work of one enemy if you're fast enough with the axe. Exit through the right corridor to reach the third shrine (6). Kill the Reavers and destroy the shrine to complete the first objective. Remain alert, as the dragon can once again hit you with his lightning area-of-effect attack.



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GOD OF WAR TEAM

THE ART OF GOD OF WAR

The northern gate leads back to the castle entrance, and if you wish to complete the Favor now, you can exit this way. There's much more to see and do in the castle, so venture back inside.

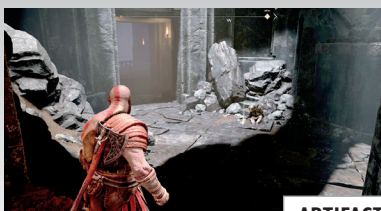
DEFEAT THE TROLL MINIBOSS, DAUÐI HAMARR

Interact with the lever to drain the water and descend into the lower area. A pair of Tatzelwurms enter the room, so quickly deal with the burrowing hybrids before grabbing the final Artifact.

HORN

After destroying the third shrine, re-enter the castle and interact with the lever to drain the water.

Descend to the lower floor and collect the Horn that rests next to a corpse. Reward: 10 XP.



ARTIFACT

Inside the next room, translate the Lore Marker; defeat the trio of Reavers at the far end, and then climb the left ledge to score the contents of a chest. Pass through the next door to find a lever next to a circular grill and a pedestal next to the exit. You need a Key Orb to get through the exit, and you must defeat a Troll miniboss (7) to get that stone. Turn the lever to free Dauði Hamarr the Troll.

Dauði Hamarr

Dauði Hamarr is a Fire Troll with a similar move set to those of other Trolls. It's not very quick, but it makes up for that with power. Many of its moves have the ability to inflict



a burning status effect, so it's best to clear out when attacks are incoming. Use the Leviathan Axe to counter its resistance to fire.

If it crouches down, it's readying its devastating area-of-effect jump attack in an attempt to land on or near Kratos. It not only causes big damage if you're caught nearby; it also sets the immediate area on fire—adding the burning status effect. If you're hit hard enough, it may also add a dazed effect. Dodge-roll away from the Troll when you see this attack coming. If within a closer range, it can also perform a single foot stomp that has similar consequences.

The Troll carries a large glowing pillar that it can use in two ways. After swinging the weapon backward, the Troll thrusts it right at Kratos and follows up by slamming it into the ground. Evade to the side to avoid these two brutal strikes.

As its health gets low, it gains the ability to move toward you as it swings the pillar from side to side. This move is also quite devastating, so immediately sprint away from the boss and remain at distance until the Troll calms down. It takes a moment to catch its breath, giving you a great opportunity to go in with your own powerful attacks.

Atreus can interrupt some of the Troll's moves, so let the arrows fly throughout the battle. When its health gets below the final two segments, it collapses, and the Stun Grab icon appears. Move in and click the **R3** button, finishing it off with light and heavy attacks when prompted.



OBJECTIVE: Return to the Anchor



Grab the loot dropped by the Troll, including a Talisman—Horn of Heimdall, then collect the Vivarium Key Orb from the middle of the arena. Place the orb in the pedestal to open the exit. Pilfer Light Runic Attack—Leviathan's Wake from the Legendary Chest before scaling the right wall to exit the castle.

Slide down the chain to return to the anchor (8), and interact with it to free Otr and complete the Favor.

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THE FLIGHT OF FÁFNIR

Quest Location	North of Lake of Nine (near Alfheim Tower)
First Available	After second water drop of Lake of Nine
Main Objective	Destroy the shrines that bind Fáfnir
Levels of Enemies	4 - 5
Reward	100 XP, Resource—Dragon Tear, Enchantment—Brilliant Scale of the Chained

NORTH SIDE OF LAKE OF NINE

- 1. ENTER THROUGH BIG DOOR
- 2. DESTROY SHRINE 1
- 3. DESTROY SHRINE 2
- 4. DESTROY SHRINE 3
- 5. INTERACT WITH ANCHOR

- CHEST
- COFFIN
- LORE



Paddle a boat to the north side of Lake of Nine and glide onto the beach situated between Alfheim Tower and Njörd's Oarsmen. Use a Shock Arrow on the Shatter Crystal at the base of the cliff and climb to the next level. Descend another short climb and continue up to the big door (1).

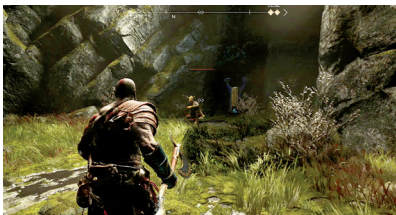
OBJECTIVE: Destroy the Shrines That Bind Fáfnir

Just inside, a dragon named Fáfnir has been chained to an anchor. Three shrines bind the dragon to that anchor; destroy all three to set Fáfnir free. These shrines can be demolished in any order.



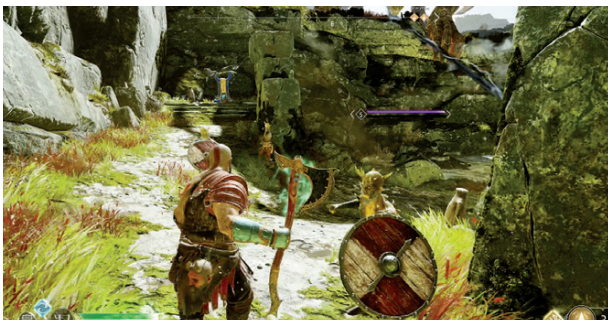
SHRINE 1

Loot the chest, drop to the ground level, and immediately turn left when the footpath splits. Kill the Shadow, Reavers, and Nightmare that show up. Destroy the shrine, climb the west wall, and translate the Lore Marker for a message from Fáfnir. Pilfer the resources from the nearby coffin above before exiting through the one-way gate and returning to the central area.



SHRINE 2

Reavers, Shield Reavers, Vikens, and a Revenant attack throughout the lower area. Avoid becoming surrounded by cautiously moving up the left side, killing the monsters as you progress forward. The second shrine (3) is found at the end of the footpath. Destroy it while fending off the Reavers and keeping an eye out for incoming attacks from the dragon. Clear out the enemies in the lower area before moving toward the next objective.



FÁFNIR'S SHOCKING RETALIATION

The dragon breathes lightning down the middle of the area, so don't loiter within his target line. A second attack comes with fair warning as a white aura floats up from the ground. Move out of this area or dodge to avoid taking damage from the Shock attack.

SHRINE 3

Scale the southern wall to find a Shadow praying to a shrine (4) in the corner; while a Champion Traveler stands ready to pounce on any uninvited guests. His shield protects him from most attacks, so wait for him to open up with his own move before going after him. A Reaver may also show up as you take down the Traveler. You can go ahead and open the nearby gate that leads to the entrance, but you need to return to the lower level.



OBJECTIVE: Return to the Anchor

Watch out for a powerful Viken and Revenant who have moved into the vacant space. Once they have been dispatched, wait for the dragon's breath to subside before approaching the anchor (5). Atreus releases the dragon, completing the quest. Loot the nearby chest before returning to Lake of Nine.



VIKENS RETURN

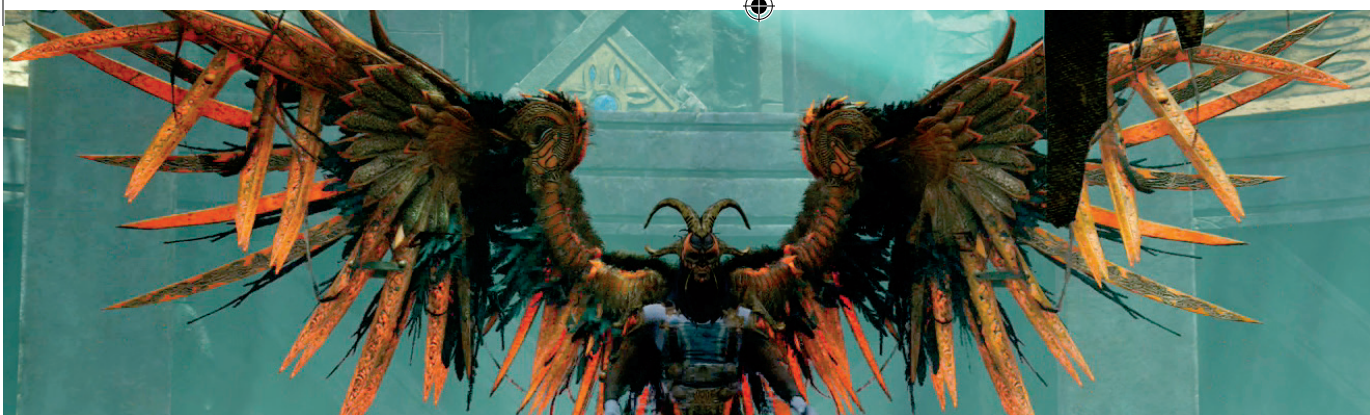
Return to this area later to find three Vikens that respawn in the middle of the area. Watch out for them to power up with Seiðr magic. Their triple slam attack can be deadly if you are not ready for it. Don't let your guard down as Reavers join the fight. These enemies continue to respawn each time, approximately 30 minutes after being defeated.

THE FIRE OF REGINN

Quest Location	Konungsgard Stronghold
First Available	After second water drop of Lake of Nine
Main Objective	Destroy the shrines that bind Reginn
Levels of Enemies	4
Reward	100 XP, Enchantment—Scale of the Mighty

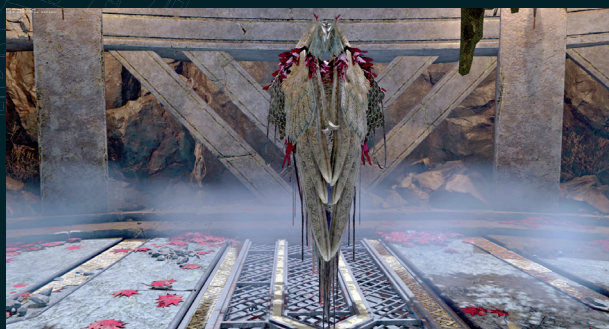


Reginn is found chained up in Konungsgard Stronghold, the same location where the Huldra Brothers' final quest, "Hail to the King," takes place. Refer to that Favor earlier in this chapter for full coverage of both quests.



VALKYRIES

At four discrete locations throughout Midgard, four Valkyries have been imprisoned deep inside Hidden Chambers of Odin. Two more Valkyries are held in Odin's chambers within the realms of Alfheim and Helheim. In Muspelheim, survive numerous trials to reach the seventh Valkyrie. Then search through the Cursed Blight of Niflheim to find the eighth. All eight must be defeated and freed from their corrupted forms before you face the Valkyrie Queen at the Council of Valkyries.



It's possible to face Göndul in Muspelheim as soon as you discover the four pieces of the Muspelheim Language Cipher and travel to that realm. It's an extremely tough challenge through five Normal Trials and five Hard Trials before you can face the Valkyrie, making it best left until you upgrade Kratos' weapons and armor to a high level.

Less-challenging Valkyries are found within the Hidden Chambers of Odin, and the first chamber you come across is just outside Thamur's Corpse, soon after finding the Chisel. Gunnr presents a nice introduction to these formidable foes. Progress through the sub-boss fights as we've listed below, and the difficulty ramps up considerably.

Three Favors lead you through this massive undertaking. These quests, as well as strategies for all nine Valkyries, are found in this chapter. For more information on where to discover the Hidden Chambers of Odin and what else is found inside, refer to the **Labors** chapter. More information on how to access the Valkyries in Niflheim and Muspelheim is found in their respective sections. While the Equipment you receive from each Valkyrie is determined by which one you defeat, the upgrade materials and other loot scale with the number of Valkyries slain.

Valkyries tend to be resistant to Frost and Burn, except Göndul is weak to Frost and Hildir has a weakness to Fire. All Valkyries are weak to axe throws while flying, so interrupt their attacks when possible. This weakness is not present on the highest difficulty.

MEET THE EIGHT VALKYRIES

Gunnr



Gunnr is a good Valkyrie to fight first, as she telegraphs four basic attacks, plus her location is closest to where you collect the Chisel. Immediately hit her with a heavy attack combo, since she begins the fight in a vulnerable state.

Wing Combo: When she rears back with a wing in the air; watch out as she follows through with a wing combo (possibly adding in a couple swings of the scythe). Every Valkyrie uses a four-hit wing combo, slashing twice with each wing. The attack cannot be blocked, as it will break. Learn how to dodge this attack as early as possible. Wait for the first swing and dodge diagonally backward. Immediately dodge the second hit.

Double Scythe Swipe: Watch for her to spin her scythe counterclockwise in front of her. She quickly lunges forward and swings the weapon in two big, sweeping motions. Be ready to parry her attack or dodge each swipe.

Location	Thamur's Corpse (near dock)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Sluggish
Loot	10,125 XP, Gunnr's Helmet

Scythe Chop: If she lifts into the air with her scythe out, she swings the weapon downward in a powerful motion. Step to the side to avoid the maneuver, and hit her hard, as her recovery is long after the swing.

Wing Stab: Don't let your guard down after her wing combo, as she may perform a backhand into a wing stab. This stab move does comparatively low damage; later Valkyries have the potential to kill with one hit. Move to the side to avoid this attack, and quickly punish her, though the window is brief. Note that the stab move is global across all Valkyries.

Use Atreus to knock Gunnr out of the air with his Shock Arrows, which gives you great opportunities to hit her from behind. Continue to evade Gunnr's telegraphed attacks, and punish her anytime there's an opening. All Valkyries are susceptible to heavy attack, with every other heavy staggering the foe. She recovers after four attacks.

Eventually, after you cause enough damage, she becomes stunned. Quickly move in and perform a stun grab to free the Valkyrie. If you wait too long before finishing her off, she recoups a good portion of her health. Collect the helmet before leaving the chamber:



LEARN FROM THE BATTLES

It's a good idea to pick up on the Valkyries' attacks as you progress through the lineup; learn to recognize what's coming next. Gunnr is a bit more deliberate with her attacks, with higher recovery times. You'll see these moves with later Valkyries as they mix in new ones, and they'll come at you more quickly. This idea culminates with the Queen, who possesses nearly every attack of her eight sisters.

Geirdriful



Location	Foothills (right at the split)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Shooter
Loot	10,125 XP, Geirdriful's Helmet, Axe Hilt—Guardian Valkyrie's Hilt

Geirdriful is a little more mobile than Gunnr and performs the same wing combo, backhand, and stab attacks. She mostly fights from distance with projectile attacks, introducing a few new ones.

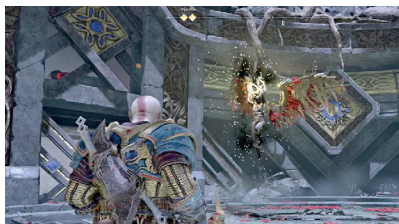
Blinding Shockwaves: Geirdriful rises in the air and flaps her wings, launching shockwaves toward her target. The attack causes a few seconds of blindness. Avoid this attack by quickly looking away, using quick turn. Keep your distance and stay on the move if the lights go out. She tends to close in for her combo during this vulnerable time.

Scythe Uppercut: After spinning her Scythe in front of herself, she swipes the ground in an uppercut motion, sending a shockwave out in a straight line. This can be avoided with a well-timed sidestep.

Chakram: Watch for her to raise a pair of chakrams above her head and fling them as one projectile straight ahead. The weapon is linear but incredibly fast. It's possible to dodge at long range by stepping to the side. The chakrams are nearly impossible to avoid up close due to tracking.

Sloop Grab: If she performs a barrel roll in place, prepare to move to one side or the other; as she swoops in and attempts to grab you. If successful, she drags Kratos along the ground, causing severe damage. After a miss, she pauses on the ground, providing a great opportunity to get in a few big hits.

Spin Attack: Watch out for her to lunge toward her target and quickly spin around four times with wings spread. This move sucks you in if you're caught too close and can cause serious damage.



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Eir



Location	The Mountain (near corner elevator)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Defender
Loot	10,125 XP, Eir's Helmet, Axe Pommel—Valkyrie's Might

Eir introduces a block that defines her defensive tactics. She adds the block after many of her moves, keeping you from punishing her. She also adds a mace to the fight, introducing a few new attacks. Watch for her to perform the wing combo back-to-back, followed by a mace attack.

Block: She closes up with her wings protecting her from attack. This negates physical attacks, and if she's provoked enough, her quills open up and knock you back. This is often followed up with the powerful stab attack. Perform a Block Break for a huge stun when she closes her wings.

Mace Wave: Eir swings around in the air and raises her mace before launching an unblockable mace attack. This move can kill in one shot if you face this Valkyrie as soon as she's available; at the least, it dazes you. Use a light axe throw to knock her out of the air and stun her. Quickly recall your axe and punish her.

Mace Combo: The Valkyrie dashes in and hits with an overhead swing, following up with a second overhead smash. Roll away from the first swing to avoid the shockwave, quickly dodge the second hit, and then move in with your own attack.



Kara



Location	River Pass (Witch's Basement, requires Shock and Light Arrows)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Summoner
Loot	10,125 XP, Kara's Helmet, Talisman—Talisman of the Realms

Kara is the most unique Valkyrie, with the ability to summon Draugr to her side. She's not much of a brawler; instead opting to let her minions do much of the work. She possesses a couple of the long-distance attacks from previous Valkyries: the scythe chop, shard projectiles, and chakram throw. Take advantage of her long recovery from these attacks with a heavy dose of punishment.

Draugr Summon: Kara typically begins the fight by spawning four to five Level 3 Draugr. Due to the layout of the arena, you can use powerful attacks to knock a couple of the foes off the edge right from the start.

She doesn't summon more if at least two Draugr remain, so it's best to leave a couple around at all times. If you reduce the number to one Draugr, she summons up to four more. Allow Atreus to pull agro on the Draugr while you deal with Kara.

Chakram Variation: Her chakram throws come in two variations. The heavy straight-line throw that you've seen before is unblockable but can be sidestepped. If she holds the chakrams out to her sides for a moment, she throws them in a curved pattern—hitting you on both sides. These are blockable, but you can't avoid Draugr in the meantime. It's best to parry the throw, though if you're too early with the first, the second is already coming.

If attempting this fight at a low level, use quick flash to stun her, and perform a light combo—R1, R1, R2. Kite her around until she uses a big attack, and repeat.



Rota



Location	Helheim (return with Atreus)
How to Access	Fire a Shock Arrow at the Shatter Crystal to find the Hidden Chamber of Odin
Fighter Type	Grappler
Loot	10,125 XP, Rota's Helmet, Blades Pommel—Grips of the Valkyrie

Rota works hard to get ahold of Kratos and cause massive damage up close. Don't get too comfortable with the fight, because she changes things up as the fight progresses, becoming more aggressive. She possesses the same wing combo and stab attacks as previous Valkyries, as well as the dash spin attack that Geirdriful has and chakram variations from Kara. Without the Draugr to deal with, it's possible to interrupt the chakram attack with a quick Shock Arrow from Atreus.

Swoop Grab Variations: You may have seen Geirdriful attempt the swoop grab, but Rota takes it up a notch. If you see her barrel-roll, get ready to dodge-roll or step out of the way. Don't let your guard down, because she may attempt this move three times in succession (always one swoop or three). If successful, she drags you along the ground, causing severe damage. Keep her in view and pause before dodging the second and third swoops. Get used to the dodge timing with this attack, as you'll see it again.

Heel Stomp: Watch for her to shoot high into the air—this means the devastating stomp attack is incoming. If not avoided, she lands on Kratos and digs her heel into him. She continues to stomp until you're able to counter her kicks with the Circle button. Mashing the button also facilitates an escape, but it's possible to get out sooner with a successful counter. As with the swoop grab, she may attempt the stomp up to three times in quick succession.

After her grab attempts, quickly close in and hit her hard during the brief period of vulnerability. Late in the fight, watch out for her to pull out a mace or scythe at the ends of her combos.





Olrun

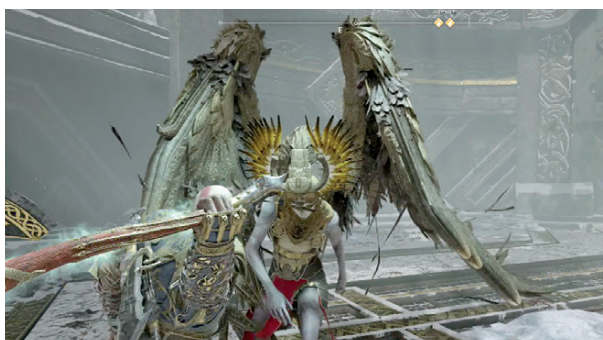


Location	Alfheim (Hidden Area: Light Elf Shore)
How to Access	Use the Chisel to unlock the Hidden Chamber of Odin
Fighter Type	Evader
Loot	10,125 XP, Olrun's Helmet, Waist Armor—Waist Guard of the Valkyrie

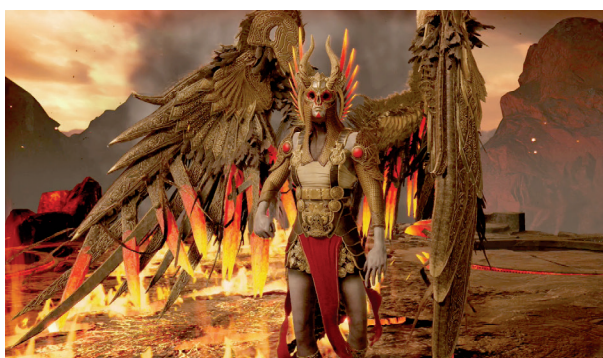
Olrun may be the hardest to adapt to and most difficult to punish, as she's able to dash away much more quickly than previous Valkyries. Knowledge of the others is imperative, as she attacks rapidly and mixes her attacks extremely well. She possesses the wing combo, stab, and the blockable chakram throw. Remember that you can hit her with an arrow to knock her out of the air as she prepares to throw the chakrams. Later in the fight, she may attempt the stomp attack, so watch for her to shoot into the air.

Evade: Evading isn't new to the Valkyries, but Olrun does it much better than the rest. After dashing away twice, she runs or dashes right at you. For example, she may finish the wing combo with a double evade, then follow up with another move—possibly a second wing combo or the devastating stab. Always keep her in sight and stay on the move. Use quick turn to keep her in your sights if she tries to loop around behind you.

Spin Projectile: She introduces a projectile attack after her spin attack if farther away, sending shards out in a straight line. These can be blocked, but if you're too close, the spin sucks you in.



Göndul



Location	Muspelheim (Trial VI)
How to Access	Complete Normal and Hard Trials 1-5
Fighter Type	Fire
Loot	10,125 XP, Göndul's Helmet, Wrist Armor—Gauntlets of the Valkyrie, Enchantment—Leviathan's Eye, 2 Asgardian Steel, Perfect Asgardian Steel, Raging Inferno of Muspelheim

Survive the 10 trials (five Normal and five Hard) as you climb Muspelheim Volcano to earn a chance to fight the seventh Valkyrie. Göndul's move set includes all the mace moves of earlier Valkyries, plus a two-hit combo. She's the first to combine the wing combo with a mace area-of-effect attack.

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Göndul is able to perform the spin attack, which she may combine with a stomp. She also introduces a powerful meteor summon to her repertoire. Combine all this with a heel-stomp variation, harder hits, and more health, and this makes for a giant leap in difficulty.

Meteor Summon: Göndul has the ability to summon meteors from the sky, dropping them in a straight line. She begins the battle with this move, so it's best to throw your axe from a distance to get her attention. This attack divides the arena, since you take damage if you attempt to move through the fire. Make her aim at you at one side or the other so less of the arena is cut off.

Keep an eye on her as the meteors fall; she likes to mask her dash-ins with this attack. While you're focused on the meteors, she follows up with another move—such as shard projectiles, wing combo, wing stab, or mace attack. Evade to the side, away from her and the fire, then follow up with a couple of light attacks.

Heel-Stomp Variation: Göndul performs the same stomp attack as earlier Valkyries, but just after shooting into the sky, she drops lava before her stomp. Therefore, you must evade the fire before evading her. After the stomp, there's a huge opening to punish her. If she catches you with the stomp, counter her kicks to escape.

Avoid evading or attacking into the fire that remains from Göndul's meteors, and don't let your guard down after evading the burning rocks. Hit her hard during her brief vulnerabilities, such as after a missed stomp or stab. When she raises her mace in the air, hit her with a light axe throw and punish her as she falls to the ground. With patience and persistence, the Valkyrie finally collapses in defeat. Perform a stun grab to finish her off.



Hildr



Location	Niflheim
How to Access	Enter the northwest area (Cursed Blight limits time)
Fighter Type	Ice
Loot	10,125 XP, Hildr's Helmet, Chest Armor—Cuirass of the Valkyrie, Axe Pommel—Wing of the Fallen

Hildr is found in the most distant area of Niflheim, so it's best to equip gear that extends the time you can spend in the Cursed Mist. For maximum time with Hildr, ignore the monsters in the first area and move past the traps on the left. When the path splits to the left, avoid more traps as you enter a dead end. Once you step into the area, the Valkyrie drops in.

Hildr possesses all the scythe attacks of earlier Valkyries, including the uppercut, double swipe, and two-hit combo. She also uses the wing combo and swoop attack, though she only makes one pass. Similar to Eir, she sometimes transitions into a block after an attack. She introduces a hail attack that sends a slew of ice projectiles at her target.

Hail Projectiles: Watch for Hildr to summon hail projectiles from her midsection, which track toward you. The ice particles can be blocked until the final clump. This clump is unblockable, causes severe damage, and adds the slowed status effect. Block until you see the red flash that indicates the final projectile, and then mash Evade to avoid taking damage. She begins the fight with this attack.

If there's not enough room between you and her, she dashes backward before launching the hail. She tends to use the scythe uppercut after this attack and often follows up with a two-hit scythe combo, so remain on alert.

Use a Block Break to stagger Hildr when she closes up, avoid taking damage from her hail projectiles by evading the final clump, and punish her after dodging her scythe attacks.





FAVOR: PROVE YOUR VALOR

Objective	Kill a Valkyrie
First Available	After recovering the Chisel
Reward	On kill, chance to drop: Valkyrie Armor, Epic Loot, Upgrade Materials (Asgardian Steel and Perfect Asgardian Steel)

OBJECTIVE: Kill a Valkyrie

To complete this objective, you must defeat one of the eight Valkyries. Any Valkyrie will do, but Gunnr is a decent challenge to begin this endeavor. Be sure to collect the Helmet dropped when each Valkyrie is defeated.



OBJECTIVE: Search for and Kill the Remaining Valkyries

The Favor continues as you search for the remaining seven Valkyries and free them from their corrupted forms. Your reward is the valuable loot dropped by each of the sub-bosses.

FAVOR: THE HIGH COUNCIL

Objective	Kill eight Valkyries and bring Helms to the Council
First Available	After defeating a Valkyrie
Reward	On kill, chance to drop: Valkyrie Armor, Epic Loot, Upgrade Materials; 1880 per Helmet and 1075 XP for completing quest

OBJECTIVE: Journey to the Valkyrie High Council

Once you defeat the eight Valkyries and collect their helmets, journey to Council of Valkyries on the north side of Lake of Nine.

Take a boat to the beach located on the west side of the Njörd's Oarsmen and climb the cliff. Shimmy to the left and continue to climb up until you reach the massive door that leads to the Valkyrie High Council.

OBJECTIVE: Place the Eight Helms

Move into the main clearing and interact with the eight thrones around the perimeter. Once all eight helmets have been placed, a Realm Tear appears in the center of the arena. Interact with it to bring out Sigrun, the Valkyrie Queen.

FAVOR: GOD VS. QUEEN



Location	Council of Valkyries
Objective	Kill the Valkyrie Queen
First Available	After completing "The High Council"
Loot	50,000 XP, Sigrun's Helmet, Axe Pommel—Retribution

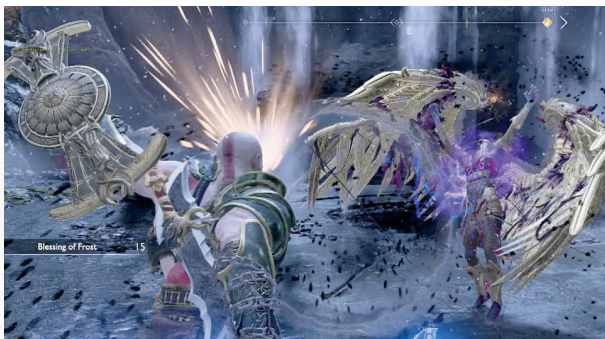
OBJECTIVE: Kill the Valkyrie Queen, Sigrun

Sigrun possesses all of the moves used by the other Valkyries, except she's unable to summon monsters; therefore, this fight requires knowledge from all other fights. You can only punish her on blocks and missed stomps and swoops. If that isn't enough, she's as fast as Orlun.

The Queen pops out of the Realm Tear and immediately shoves you into the ground. Be ready to evade her hail projectiles, meteors, shards, stabs, chakrams, scythe attacks, wing combos, mace, swoop grabs, and stomps. Stay on the move, especially when blinded, and if possible, don't let the boss out of your sight. The key to victory is in reading her moves and knowing when to attack. Hit her with an arrow when she twirls in the air with her mace out.

Use a Block Break when she blocks. If caught in her heel stomp, quickly counter the kicks. This arena is bigger than the Hidden Chambers of Odin, so it's possible to miss moves that would be otherwise unavoidable, such as the blinding shockwaves and mace wave.

The final Valkyrie is an extremely tough fight, but at this point, you've played a lot of the game and Kratos should be decently upgraded. Since it's possible to avoid damage from all of Sigrun's attacks, you can defeat her without the best gear; but it requires much patience.



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MUSPILHEIM

By collecting the four Muspelheim Language Ciphers, required for “The Realm of Fire” Favor, you unlock a new realm in The Realm Travel Room. Select Muspelheim and exit the temple to enter the realm of fire and brimstone. The main objective in this realm is to climb to the top of the volcano, but in order to do so; you must complete 10 trials (five Normal and five Hard). Then, once you reach the top, you must defeat a fire-summoning Valkyrie named Göndul. Freeing the Valkyrie unlocks a series of Impossible Trials that lead to the final Gauntlet, where extremely valuable resources are rewarded for exceptional results.

COFFIN

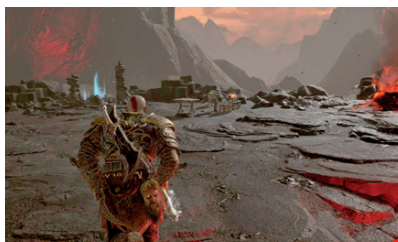
LORE

MUSPILHEIM TRIAL

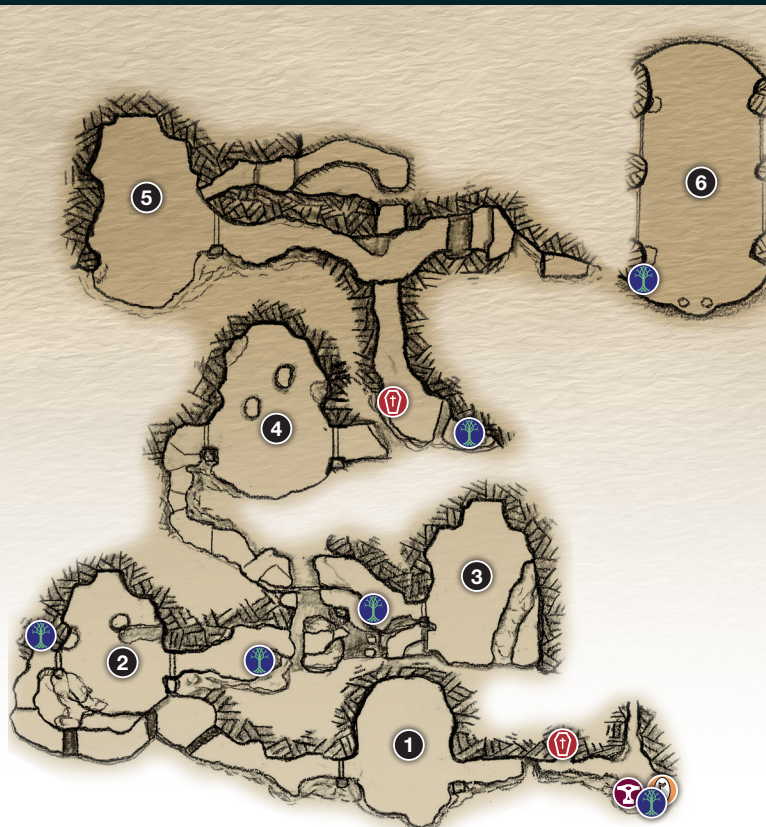
MYSTIC GATEWAY

SHOP

Cross the bridge to find Brok, who has set up a shop next to a Mystic Gateway and Jötunn Shrine, which Atreus interprets as a story about a Fire Giant named Surtr:



Head west and scale the wall, up and to the right, to find a coffin. Loot the Smoldering Ember and continue your climb back to the left. Once past the river of lava, drop down and run into the first arena, where the first two trials take place.



Smoldering Ember is the main resource of the realm and is necessary for crafting and upgrading all Muspelheim gear. It's found in containers throughout your climb. The following table lists the Muspelheim gear that can be crafted or bought from Brok or Sindri. These items provide bonuses that are beneficial during your time in Muspelheim. They become available once you collect the four Muspelheim Language Ciphers.

EPIC MUSPILHEIM GEAR

TYPE	NAME	DESCRIPTION	BONUSES
Armor Set	Smoldering Brimstone Pauldron/Gauntlets/Battle Belt	Offensive armor with bonus to normal attacks	Chance to grant a burst of Runic and Strength when damaged
Armor Set	Breastplate/Gauntlets/War Belt of Fallen Ash	Defensive armor	Chance to inflict concussive fire damage to nearby enemies when damaged
Armor Set	Blazing Magma Pauldron/Wrappings/War Belt	Defensive armor with faster cooldowns for Runic Attacks	Chance to create a fiery shield when damaged
Talisman	Sinmara's Cinder	Summon raging inferno of Muspelheim, increasing Defense, preventing interruptions, and causing damage and burn to all nearby enemies	
Enchantment	Muspelheim's Eye of Power	Increased resistance against burn damage	
Axe Pommel	Surtr's Grip of Flame	Low chance to gain Aura of Fire on any hit	
Blades Pommel	Grips of the Forgotten Flame	Low chance to gain Aura of Fire on any hit	

There are 15 Favors associated with Muspelheim. There are 6 arenas, five of which hold one Normal and one Hard Trial. Complete all 10 to access the top trial, a fight with the Valkyrie. This unlocks five more Impossible Trials. Complete three of these to unlock the final trial at the top.

WARM UP

When interacting with an Arena Sword, you are given the opportunity to begin the trial or warm up. The latter option allows you to test your equipment against live opponents with Runic Attacks and Talisman abilities recharging immediately. Interact with the sword again to exit warm up.

TRIAL I (NORMAL): TIME ATTACK

First Available	Begin "Mountain High" Labor
Objective	Defeat 15 enemies within 3:00
Reward	615 XP, Hacksilver, Smoldering Ember

Interact with the Arena Sword in the center of the first arena and accept the challenge to begin the first trial. The objective is to kill 15 Draugr before the three-minute timer runs out. The Draugr enter through the openings on the side of the mountain and the south ledge. A variety of Draugr; many of which possess a power-up, join the fight.

You must take the enemies out as rapidly as possible. For the Draugr that climb the cliff, quickly knock them over the edge.

Otherwise, use area-of-effect Skills and Rage Mode as soon as you can.

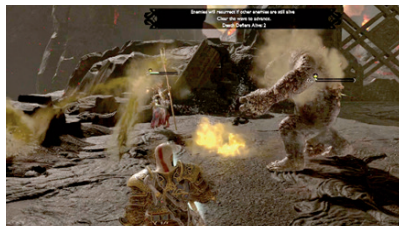


After each trial, a Legendary Chest appears with your reward of Smoldering Ember, which is used to craft and upgrade Muspelheim gear.

TRIAL I (HARD): RESURRECTION

First Available	Complete Trial I (Normal)
Objective	Defeat enemies in quick succession (three waves)
Reward	1075 XP, Hacksilver, Smoldering Ember

After completing the Normal Trial, the sword reappears. Accept the next challenge to begin the Hard Trial. As the name implies, Hard Trials are a step up in difficulty over Normal. This trial requires that you defeat enemies in quick succession; a defeated monster resurrects after a few seconds if others remain alive. A "Death Defiers Alive" count is displayed at the top of the screen for quick reference.



There are three waves of enemies that must be defeated to complete the trial:

Wave 1: Speed Draugr, Projectile Draugr, Heavy Draugr (Explosive)

Wave 2: Ogre, Poison Revenant

Wave 3: Tatzelwurm, Rabid Wolf x3

Since the enemies must be killed within a few seconds of each other, it's best to whittle down the health of each foe before finishing them all off. Area-of-effect Skills are extremely useful if you can group everyone together.

Because it takes longer to weaken the bigger monsters—such as the Heavy Draugr and Ogre—start pounding on them first. There's no time limit for this trial; your health dictates the amount of time you have. Be sure to hit the Heavy Draugr with an axe throw when it powers up its explosive chest.

TRIAL II (NORMAL): SURVIVAL

First Available	Complete Trial I (Hard)
Objective	Survive for 5 minutes
Reward	615 XP, Hacksilver, Smoldering Ember

Follow the trail up and around to the second arena; a Mystic Gateway sits nearby in case you need to visit Brok or Sindri. Your only objective for Trial II (Normal) is to survive for five minutes.

Sounds easy enough, but throw in an onslaught of monsters (Level 3-5 Reavers, Shadows, Dual-Wield Draugr, and Poison Wolves) and things can get hairy fast.



Watch out for the lava that cuts into the arena; take care not to get pinned down on the short side. The lava can work to your advantage, though—knock an enemy into it for an instant kill.

The idea is simply to survive, so use axe throws and arrows to keep the Poison Wolves at a distance. If they're able to get in multiple bites, you're hit with poison.



Reavers are capable of healing themselves to full health, so finish them off when the opportunity arises. Clear out of the area after killing a Reaver; since they detonate shortly after dying.

Use counterattacks to not only avoid taking damage, but also stagger the enemy. Skills and Runic Attacks that clear out the area around you are extremely helpful when the fight gets overwhelming.

Stay on the move, and keep Atreus busy distracting one or two of the foes.

TRIAL II (HARD): STUNNER

First Available	Complete Trial II (Normal)
Objective	Defeat enemies while they quickly regenerate health
Reward	1075 XP, Hacksilver, Smoldering Ember

For the Hard Trial, enemies can only be defeated with stun grabs. You must survive five waves of enemies in all to complete the trial, so it's especially important to avoid their attacks. The waves are made up of the following:



Wave 1: Hel-Reaver x6

Wave 2: Rabid Wolf x3, Hel-Shadow Scout x3

Wave 3: Heavy Draugr x2

Wave 4: Hel-Reaver x3, Projectile Draugr x3

Wave 5: Draugr (Speed) x3, Hel-Reaver Guard x4

Use barehanded attacks and Atreus' Shock Arrows to speed up the stun process. When possible, use stunned enemies against the others, such as by targeting the second Heavy Draugr when throwing the first. Or simply throw them off the cliff for an easy kill.

TRIAL III (NORMAL): SHIELD BREAKER

First Available	Complete Trial II (Hard)
Objective	Kill grunts to break the Elite's shield (five waves)
Reward	615 XP, Hacksilver, Smoldering Ember

Follow the trail across a couple of gaps until you reach a steep cliff. Search the left path for bonus Hacksilver before starting the climb. Scale the wall up and to the right until you reach the third arena high above.

A Dark Elf Lord is the elite in this fight, and as long as there are other enemies around, he cannot be damaged. A message on-screen indicates the number of active enemy allies remaining whenever the elite is invulnerable.



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Kill the first wave of enemies, and the elite is no longer invulnerable. Inflict enough damage on the leader, and the second wave of monsters is introduced, making the elite untouchable once again. This process continues at set health thresholds through the following five waves of enemies. After killing the final set of enemies, finish off the elite to complete the trial.



- Wave 1: Nightmare x2** **Wave 4: Poison Revenant**
Wave 2: Dark Elf x3
Wave 3: Dark Elf Warrior x2 **Wave 5: Dark Elf x3, Dark Elf Warrior**

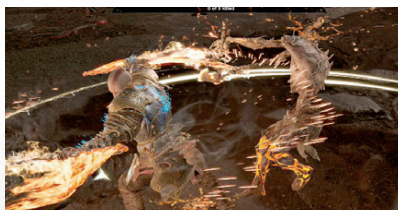
The Dark Elf Lord has a blinding attack that makes your task much tougher. When you see the projectiles hit the ground, turn and move away to avoid the effect. Stay on the move and keep Atreus' arrows coming in order to distract at least one of the active enemy allies. Don't waste any attacks on the elite as long as others are around.

TRIAL III (HARD): LOCATION CHALLENGE

First Available	Complete Trial III (Normal)
Objective	Kill enemies while they are inside the gold rings (three waves)
Reward	1075 XP, Smoldering Ember

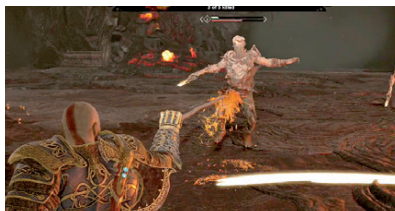
For the third Hard Trial, a gold circle is always present somewhere in the arena. For each of three waves, you must kill five enemies inside that gold circle within the given time limit. If an enemy is killed outside the ring, another spawns into the arena, though it won't necessarily be the same type.

For each wave, the following types of enemies can spawn into the arena. The time limit for each wave is also given. Note that the gold ring moves after each kill during the third wave.



- Wave 1: Draugr, Dual-Wield Draugr**
(Time Limit: 2:00)
Wave 2: Draugr, Dark Elf (Time Limit: 3:00)
Wave 3: Draugr, Heavy Draugr, Dark Elf Warrior
(Time Limit: 4:00, rings move after each kill)

The Draugr tend to come to you, while the Dark Elves are more mobile and often keep their distance. Let the enemy come to you inside the ring, and use counterattacks to stagger the foe. Use Light Arrows and barehanded strikes to quickly stun enemies within the ring, and finish them off with stun grabs. Be careful though; if the enemy ends up outside the ring, it does not count as a kill.



Use area-of-effect abilities against grouped enemies, especially with the stationary rings in Waves 1 and 2. The Blades of Chaos Skill Spear of Chaos can be used to pull enemies into the ring. Always remain aware of the ring location during the third wave.

TRIAL IV (NORMAL): 100 ENEMY CHALLENGE

First Available	Complete Trial III (Hard)
Objective	Defeat 100 enemies
Reward	615 XP, Hacksilver, Smoldering Ember

Exit to the west; a Mystic Gateway is available if you need to visit the shop. Climb the steps up to the fourth arena and interact with the Arena Sword to start the Normal Trial, which calls for a simple objective: defeat 100 enemies. An on-screen message displays the number of enemies that remain.



Enemies continue to stream into the arena throughout this trial from the cave openings and the cliff. Pay attention to the threat indicators and move to the enemies to avoid being overwhelmed. Possible Enemies include Draugr; Projectile Draugr; Heavy Draugr; Hel-Traveler; Heavy Draugr (Explosive); Dual-Wield Draugr; Hel-Shadow Scout; Speed Draugr; Hel-Shadow Archer; Ogre, Fierce Ogre, and Draugr (Shield).

NOTABLE ENEMY ENTRANCES

ENEMIES INTRODUCED	ENEMIES REMAINING
Hel-Traveler	90
Hel-Traveler x2	67
Ogre, Fierce Ogre x2	48
Fierce Ogre, Hel-Traveler	20
Hel-Traveler	10

Sprint to the edge of the cliff when you see enemies climbing up and knock them off the side for easy kills. Foes can also be deposited into the two lava pools. Watch for the Hel-Traveler to raise the rune above his head, and interrupt it with a light axe throw.

When you spot the pair of Ogres emerge from the cliff, pummel one of them until stunned, then perform a stun grab to mount the beast. Now you can wreak havoc on the others.

TRIAL IV (HARD): PROTECTOR

First Available	Complete Trial IV (Normal)
Objective	Don't let enemies capture Atreus (three waves)
Reward	1075 XP, Hacksilver, Smoldering Ember

Besides surviving three waves of enemies during this Hard Trial, you cannot allow Atreus to be captured. If he is grabbed three times or becomes incapacitated, you fail the trial. The only enemy that's a threat to Atreus is the Son Killer Heavy Draugr; so make these guys your priority whenever possible. An "Atreus Capture Count" message lets you know how many times he's been grabbed. If you can attack the Heavy Draugr immediately after it grabs Atreus, you can free him and keep the count from increasing. Note that the capture counter resets to zero after each wave. An exclamation point icon in the lower-right corner of the HUD indicates that Atreus has been captured, so quickly find and free him from the Draugr's grasp.



- Wave 1: Son Killer Heavy Draugr x3, Speed Projectile Draugr x4 (no more than two of each at one time)**
Wave 2: Son Killer Heavy Draugr x3, Draugr x2, Ogre (no more than two Heavy Draugr and one Draugr at a time)
Wave 3: Son Killer Heavy Draugr x5, Hel-Shadow x2, Hel-Traveler (no more than two Heavy Draugr and one Hel-Shadow at a time)

During the first wave, stay close to Atreus while focusing your attacks on the Heavy Draugr. If possible, keep the stone pillar between you and the Projectile Draugr.

The Ogre can be a nuisance during the second wave, but if you can quickly stun the beast, you can use him against the Heavy Draugr and keep them away from Atreus. Just be sure to always keep Atreus in view.



Don't get so distracted with an enemy that you lose focus on Atreus. Keep him in your sight at all times. Aim Atreus' arrows at the Heavy Draugr in an attempt to stun the enemy.

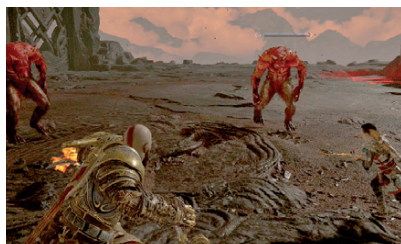
With the Hel-Traveler's relentless attacks, things can get overwhelming as you attempt to keep the two Heavy Draugr away from Atreus. Meanwhile, a Hel-Shadow launches projectiles into the mix. Stay on the move and keep close to Atreus, attacking the heavies and Traveler whenever possible. An area-of-effect Skill or Rage Mode can prove helpful in a pinch. Watch out for a second Hel-Traveler to join the fight as the first gets low on health.

TRIAL V (NORMAL): TIME SLIPS AWAY...

First Available	Complete Trial IV (Hard)
Objective	Kill enemies to increase time (two waves)
Reward	615 XP, Hacksilver, Smoldering Ember

Exit out the east, hop across the river of lava, and scale the steep cliff. During the climb, there's a point where you can shimmy to the left or continue up. Head left to find a coffin before continuing to the ledge above. The trail splits at this point—right goes to a new Mystic Gateway and left eventually leads to the fifth arena.

Trial V (Normal) is another time attack, but this time, each kill extends the timer by 30 seconds. The timer starts at one minute and resets to 1:00 once the first and second waves are defeated.



Wave 1: Hel-Reaver x5, Traveler Champion

Wave 2: Gloom Nightmare x6, Wulver x2

Wave 3: Draugr x2, Soul Devourer

Quickly take out the Hel-Reavers at the start to build your timer, and use your big moves against the Traveler Champion; only attack when he reveals his vulnerable side. When he raises the rune above his head, hit it with a quick axe throw to interrupt the move.

Use quick, light axe throws and Atreus' arrows to knock the Nightmares down, while expending your best attacks against the agile Wulvers. The third wave introduces a Soul Devourer, which can take time to defeat if you rely on the usual method. If you have saved your rage, use it on the miniboss to stun it. This allows you to immediately get in some attacks directly at its heart.



TRIAL V (HARD): UNTOUCHABLE

First Available	Complete Trial V (Normal)
Objective	Defeat all enemies without taking damage
Reward	1075 XP, Hacksilver, Smoldering Ember

The final trial before the Valkyrie fight requires that you avoid taking any damage; take one point of damage and you fail the challenge. This trial is all about staying on the move and using evades and dodge rolls to avoid all attacks. There are four waves of enemies, making for a total of 20 enemies. Remember, it's more important to avoid an incoming attack than to get in your own. An "Enemies Remaining" counter is displayed on-screen for quick reference.



Wave 1: Heavy Draugr, Draugr x3

Wave 2: (16 remaining): Nightmare x2, Projectile Draugr x4

Wave 3: (10 remaining): Speed Dual-Wield Draugr x2, Shield Draugr x2

Wave 4: (6 remaining): Draugr x4, Heavy Draugr x2

Always keep one of the Draugr distracted with Atreus' arrows, and stay away from groups of enemies. Whenever possible, attack a lone Draugr or two at the most.

In Wave 2, two Projectile Draugr set up at each end of the arena. Zigzag toward the two outer Draugr and knock them off the cliff for easy kills. Keep at least two of these guys in view at all times while watching for projectile indicators.

TRIAL VI: VALKYRIE GÖNDUL

First Available	Complete Trial V (Hard)
Objective	Defeat the Valkyrie, Göndul
Reward	1880 XP, Hacksilver, Smoldering Ember, 12 Crest of Flame, 3 Greater Crest of Flame, 1 Crest of Surtr, plus Valkyrie dropped loot

Head east and scale the cliff, up and to the right. At the next ledge, run to another cliff face and climb up until you reach the top level and the final Mystic Gateway. Göndul stands at the far end.

Göndul opens the fight with her Meteor Summon attack once you either get too close or hit her with your weapon. Step to the side of the arena and heave your axe at her to begin the fight. Refer to the "Valkyries" section of the **Favors** chapter for more information on this challenging boss fight.



IMPOSSIBLE TRIALS

Defeating Göndul unlocks a new molten sword in the middle of the area. Interacting with the sword informs you that three keys are required to attempt Impossible Trial VI: Gauntlet. A key can be earned by completing one of the five Impossible Trials that have been unlocked at the previous five Trial arenas. You can attempt them in any order; but you must complete three different trials to get the three keys. Defeating a fourth Impossible Trial does not get you another key.

TRIAL I (IMPOSSIBLE): UNTOUCHABLE

First Available	Free Muspelheim Valkyrie, Göndul
Objective	Defeat 20 enemies without taking any damage
Reward	1880 XP, Hacksilver, Smoldering Ember, 3 Greater Crest of Flame, Key of the First

You must defeat all 20 enemies without taking any damage. The objective is the same as Trial V (Hard), but the enemies are higher Power Level and more aggressive.

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Enemy types are introduced in the following order:

- **Heavy Draugr (Projectile, Speed)**
- **Draugr (Arm Power-up, Shield, Speed)**
- **Draugr (Arm Power-up)**
- **Wulvers**
- **Fierce Wulver**
- **Draugr (Speed)**
- **Soul Devourer**

Multiple Speed Draugr and three Wulvers make for an extremely fast group of enemies. Avoid becoming surrounded and be ready to dodge attacks from all directions. Blocking and parrying attacks is key to winning the battle, but be sure you don't get caught by an unblockable strike.

Save your Rage for the Soul Devourer; that is introduced with 13 enemies remaining, and immediately launch a barrage of punches to stun it. Its beam and mortar attacks can be devastating while trying to fend off the numerous Draugr and Wulvers.



This is a tough trial; remember you only need to complete three different Impossible Trials to attempt the Gauntlet. Move on if this one proves to be too difficult.

TRIAL II (IMPOSSIBLE): TIME ATTACK

First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill enemies before time runs out
Reward	1880 XP, Hacksilver, Smoldering Ember, Key of the Second

You must kill enemies as quickly and efficiently as possible during this trial. A four-minute timer counts down at the top of the screen. Defeat all of them before it reaches 0:00 to complete the trial.

The trial begins with a Revenant, while Hel-Brood swarm into the arena. Watch for threat indicators and listen to Atreus' warnings. Dodge away from their attempts to grab Kratos, while whittling away at the creature's health. Keep Atreus' arrows trained on the Revenant to keep her vulnerable.



A Viken, Hel-Revenant, and Tatzelwurms are next. Keep the wurms from burrowing with Atreus' arrows and quick axe throws. Watch out for a second Viken and a group of Reavers to join in. Keep the pressure on, and don't allow the Reavers and Vikings to heal themselves. Move away from the Seiðr once defeated to avoid their explosions.

TRIAL III (IMPOSSIBLE): KILL LOCATION CHALLENGE

First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill enemies while they are inside the gold rings
Reward	1880 XP, Hacksilver, Smoldering Ember, Key of the Third

A gold ring appears somewhere in the arena at all times during this trial. In order to score a kill, the enemy must be killed within the ring. Kills outside the ring do not count toward the total, including Stun Grabs that send enemies outside the ring. Each of the three waves requires that 10 enemies be killed within the ring and before the timer runs out:

WAVE	GOLD RING LOCATION	TIME LIMIT	ENEMIES
1	Next to cliff edge	3:00	Rabid Wolves, Wulvers
2	North side	4:00	Draugr, Draugr (Arm Power-up), Heavy Draugr (Speed)
3	West side	4:00	Fierce Ogre, Dual-Wield Draugr, Tatzelwurms

Use the Spear of Chaos Skill to pull the wolves into the ring and finish them off inside. Use your big attacks on the Wulvers whenever possible. The group of beasts can overwhelm Kratos if not careful. Move outside the ring to work on the Wulvers, but be sure to perform the final hit inside the ring.

The second wave is all Draugr: Use bare-handed attacks and Atreus' arrows against the skinnier Draugr to stun them within the ring. Remember that throwing a Heavy Draugr will not count unless it lands within the ring.

The final wave includes a Fierce Ogre, a few Dual-Wield Draugr, and a group of Tatzelwurms. Finish off the Ogre and another joins the fight. You can mount the Ogre with a Stun Grab, but it can be tough to get kills within the ring. Pull the Draugr and Tatzelwurms into the ring with the Blades of Chaos and finish them off there.



TRIAL IV (IMPOSSIBLE): STUNNER

First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill all enemies while they quickly regenerate Health
Reward	1880 XP, Hacksilver, Smoldering Ember, 3 Crest of Flame, Key of the Fourth

The enemies in this arena regenerate Health as quickly as you can deal it. You must use Stun Grabs to defeat them. Use bare-handed attacks and Atreus' arrows to Stun them.

Wave 1: Dark Elves, Hel-Brood

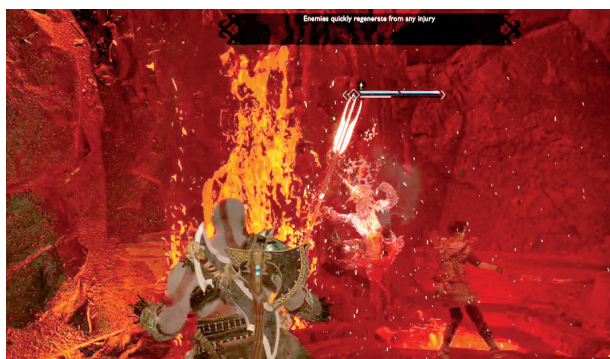
Wave 2: Dual-Wield Draugr, Cursed Tatzelwurms

Wave 3: Dark Elf Warriors, Reavers

Wave 4: Dark Elves, Heavy Draugr (Projectile)

Wave 5: Dark Elves, Draugr (Arm Power-up), Speed Draugr

Five waves of enemies stream into the arena from all sides. A variety of Draugr, Dark Elves, Cursed Tatzelwurms, Hel-Brood, and Reavers are included. They all regenerate health too quickly to simply pummel them. Fight bare-handed while Atreus pelts the enemies with arrows to speed up the stun process. Finish off each enemy as soon as the red ring and R3 icon appear. It is also possible to finish them off by kicking them off the cliff and into the lava.



TRIAL V (IMPOSSIBLE): TIME SLIPS AWAY...

First Available	Free Muspelheim Valkyrie, Göndul
Objective	Kill enemies to increase time
Reward	1880 XP, Hacksilver, Smoldering Ember, Key of the Fifth

The trial begins with only one minute remaining. Each kill extends the timer by 30 seconds, but it cannot go over 1:30. Defeat all enemies before the timer reaches 0:00 to complete the trial. We have split the enemies into waves, but the timer does not reset like it did for Trial V (Normal). Enemies continue to enter the arena in the following order:

Wave 1: Draugr x5, Draugr (Arm Power-up) x2, Heavy Draugr (Speed) x2

Wave 2: Hel-Revenant x2, Wulver, x2

Wave 3: Speed Draugr, Draugr (Arm Power-up) x2, Speed Draugr (Arm Power-up), Dark Elf Lord

Wave 4: Draugr x4, Projectile Draugr x3, Fierce Ogre x2

Wave 5: Hel-Traveler, Traveler Champion, Shield Draugr x2

Since the timer cannot go over 1:30, it is best to whittle down everyone's health and only finish enemies off when the timer dips under a minute. Use area-of-effect Runic Attacks whenever possible to damage as many enemies as you can, and launch into Spartan Rage when tougher enemies enter the fight.

Mount one of the Ogres with a Stun Grab and use its flailing arms to pummel the other enemies. When the pair of Travelers enters toward the end of the battle, pull one away from the other to avoid taking on attacks from both at once.



TRIAL VI (IMPOSSIBLE): GAUNTLET

First Available Complete three Impossible Trials

OBJECTIVES

OBJECTIVE	GOLD GOAL	SILVER GOAL	BRONZE GOAL
Defeat 50 enemies as quickly as possible	8:00	16:00	32:00
Defeat as many enemies as possible before time limit expires	50	35	20
Defeat all enemies without being hit	35	20	8

Reward	1880 XP, Hacksilver, Smoldering Ember, plus resources based on goal achieved
--------	------------------------------------------------------------------------------

You must collect three keys by completing three Impossible Trials (I-V) before attempting this trial. There are three possible objectives for Impossible VI, which are listed above. Bronze, Silver, and Gold goals are listed at the sword. Achieve one of these goals to unlock two Legendary Chests. The left holds Hacksilver and Smoldering Ember that increase in amount based on goal earned. The right chest holds increasing amounts of the following:

RESOURCES

GOAL	RESOURCES
Bronze	Crest of Flame
Silver	Crest of Flame, Greater Crest of Flame
Gold	Crest of Flame, Greater Crest of Flame, Crest of Surtr

Once you have unlocked the trial, it remains until you earn a Bronze, Silver, or Gold. Therefore, you do not need to spend three more keys after a failed attempt. Completing Impossible Trial VI earns the Fire and Brimstone Trophy, even if you have only completed three other Impossible Trials.

Two of the objectives require that you defeat enemies as quickly as possible, while the third objective does not allow you to get hit. You will see similar mixes of enemies as you did in earlier Muspelheim Trials, including Ogres and Hel-Travelers. Use what you have learned to earn Bronze, Silver, or Gold.



NIFLHEIM



Find four Niflheim Language Ciphers hidden inside specific Cipher Chests to complete the Favor "The Realm of Fog." At this point you can use the Bifröst at Týr's Temple to travel to the realm of Niflheim. The high-level realm is full of challenging enemies, valuable loot, dangerous traps, and the Cursed Mist that limits the time you can spend inside the area.

The enemies, loot, and traps all reset each time you exit the Cursed Mist, making every visit unique. Beneficial resources are found throughout the realm, allowing you to craft Epic gear that improves your odds of survival in the Cursed Mist.

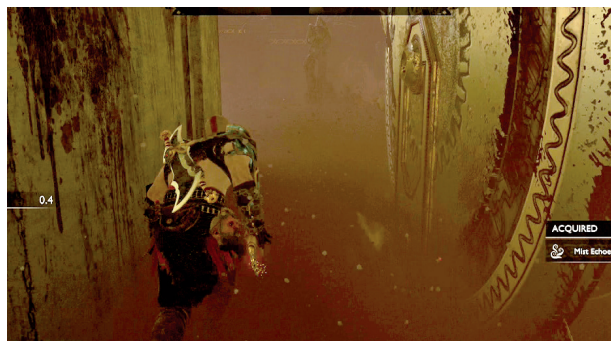
SHOP

VALKYRIE



HOW IT WORKS

As you cross the bridge into Niflheim, several chests and coffins provide a handful of Mist Echoes. These are the main resource in the realm, required to access the most valuable loot and craft Epic Niflheim gear. A Lore Marker offers up a message from Mótsognir, warning readers from proceeding any farther. The Cursed Mist covers the bridge, but you can easily escape it by moving up the steps on either side.



Sindri has set up a shop in a safe area at the far end of the bridge. He's attempting to create armor that will lessen the effects of the "cursed mist." He has three quests for you, all of which require you to reach the Workshop's center chamber. These Favors are covered later in this section.

Move past Sindri to find another Lore Marker introducing you to Ivaldi's Workshop. Just past the marker, the challenge begins, with the mist covering every inch of the ground.



Pay attention to the bar that appears at the top of your HUD when inside the mist. It slowly empties to the left, and once it's gone, you begin to lose health—leading to death if left unchecked. If you do not escape the Cursed Mist before your health runs out, everything you have collected during your visit is lost. Therefore, it is imperative to keep tabs on the meter: Mimir will also warn you that you don't "look too good" when the blight timer gets low.

The timer lasts a little over two minutes, though it can be extended by equipping Niflheim gear: Craft and equip Niflheim gear in all three armor slots with Enchantments, and you can prolong the available time to around six minutes. Opening chests also restores around 25 seconds of resistance to the Cursed Mist.

The following table lists the Epic Niflheim gear that becomes available at Sindri's shop once you unlock the realm.

TYPE	NAME	BONUSES
Chest	Ivaldi's Cuirass/ Spaulders/Pauldron of Endless/Cursed/ Deadly Mist	Provides extra resistance to the Cursed Mist and health regeneration
Wrists	Ivaldi's Gauntlets/ Bracers of Endless/ Cursed/Deadly Mist	Provides extra resistance to the Cursed Mist and health regeneration
Waist	Ivaldi's War Belt of Endless/Cursed/ Deadly Mist	Provides extra resistance to the Cursed Mist and health regeneration
Talisman	Talisman of Cursed Power	Unleash wave of Niflheim Cursed Mist energy, weakening enemies
Enchantment	Perfect Artifact of the Blight	Extend resistance to the Niflheim Cursed Mist
Axe Pommel	Mistbourne	Low chance to activate Healing Mist on any hit
Blades Pommel	Blightguard	Small chance to activate an explosion on hit, weakening enemies

Niflheim is split into six distinct areas, which we've labeled A through D. These areas are connected by two trap corridors, with a typically empty zone in between. These traps are made up of either spinning blades or moving walls. You must negotiate your way through the openings in these traps, or risk death when cut by one of the blades or squashed by the moving walls.

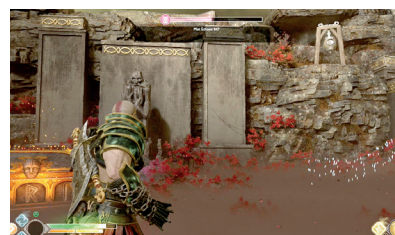


For example, after defeating the enemies and looting the chests in Area A, you choose the left path. Spinning blades move forward and back in a staggered pattern, with a small cubbyhole in the middle. Follow the blades until you're able to duck into the opening, then sprint out the other side when safe to do so. This next area is empty, so you have a moment to rest. Just ahead, a set of walls opens and then slams shut. Wait for it to open up, then immediately sprint into Area B, where more monsters and treasures await.

Chests and coffins are also found within the trap corridors, tucked into corners or atop ledges, out of reach of the trap. These containers typically hold fewer Mist Echoes but may still be worth looting—especially if you misjudge a trap and need to escape.

One of the safe areas in between areas A and B, or B and C, holds a Nomir Chest. (There's a higher chance it appears between B and C.) Three rune bells sit on the surrounding walls or cliffs. Hit all three within a short time limit, and you may loot the chest for a Legendary Enchantment.

After visiting one of the back areas (D), a Nomir Chest appears in A. Memorize the runes on the front of the chest before heading out. At both B's and C, a spinning contraption sits on the surrounding cliffs. Hit the paddles with an axe throw to change the displayed rune on each one. Match the three runes from the chest and return to the initial area to loot an Epic Enchantment from inside.



Expect to face nothing less than Level 6 monsters in Niflheim in large groups of mixed types. It's easy to become overwhelmed, so you must learn to manage the crowd with Runic Attacks and Atreus' arrows. Stay on the move and attempt to take them on one or two at a time. Large area-of-effect abilities are especially beneficial as you attempt to wipe out substantial groups of enemies within the time limit.

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Depending on the area you loot, A through D, rare resources become available from Legendary Chests. The amount of Mist Echoes inside the chests also increases the farther you explore. Refer to the following tables for which resources are available in each area. Containers with more than one resource listed indicate an either/or situations.

THE MORE CHESTS OPENED, THE BETTER THE REWARD

The more chests you open in Niflheim, the higher and rarer the reward in the next opened chest. This resets after escaping the maze and banking your Mist Echoes. Therefore it is worth your time to stop at every available chest to loot what is inside. Note that the contents of chests in combat areas are better than those in trap corridors. Rarer chests increase the rewards faster than lower quality chests.

NIFLHEIM ALLOY AND HAZE WEAVES

Niflheim Alloy and Haze Weaves can be found throughout the maze, though the odds are greater the more containers you open within the same trip. Niflheim Alloy are required for early upgrades of all Niflheim armor and Talismans. Haze Weave is required for mid-level upgrades to Niflheim armor, hilts, and Talismans.

AREA A

Vault over the short walls to reach the first area. A pedestal sits on the far side, in front of a door. Your first objective is to craft an Entry Stone and place it on the pedestal to open the door, giving you access to the center chamber.

A random selection of enemies—such as Wolves, Dark Elves, Vikens, and Tatzelwurms—appear in the area. At first, it's worth your time to kill them, but later on, you may want to sprint past them in order to reach the more lucrative areas. A few chests and coffins sit around the perimeter.



AREA A RESOURCES

CHEST	RESOURCE	MIN	MAX
Common	Mist Echoes	5	7
Coffin	Mist Echoes	31	39
Legendary	Mist Echoes	75	125

AREA B

You must pass through two sets of traps to reach this zone. There are two possible "B" areas, depending on whether you go left or right; there's no difference between them. The enemies that spawn here tend to be a little tougher than those in the first area, and the loot is slightly better:



AREA B RESOURCES

CHEST	RESOURCE	MIN	MAX
Common	Mist Echoes	11	19
Coffin	Mist Echoes	51	59
Legendary	Mist Echoes	375	425

AREA C

The Niflheim path splits, with one trap corridor moving away from the loop into Area D and a second connecting to the opposite route. This is the top of the Niflheim loop. Be ready for tough battles with an assortment of enemies. While Aesirbane is primarily found in the back two rooms, it can rarely be found in this area too.



AREA C RESOURCES

CHEST	RESOURCE	MIN	MAX
Common	Mist Echoes	21	39
Coffin	Mist Echoes	71	79
Legendary	Mist Echoes	525	575

AREA D

The two areas marked "D" are dead ends at the farthest points from the start of Niflheim. The toughest fights are found here, with the possibility of Ogres joining the group of enemies. The highest concentration of Mist Echoes is found in these containers, with a rare chance to find Aesirbane and Anchor of Fog.

Aesirbane is required for the highest upgrades of Niflheim gear. Anchor of Fog is the rarest resource in Niflheim and is required to access the three Realm Tears in the center chamber. Note that you must open other chests to find an Anchor of Fog. You cannot simply run straight to one of the back rooms and get one.

Enter the left Area D to find a Valkyrie named Hildr, a challenging opponent who remains at this location until defeated. She's one of the toughest Valkyries in the game and introduces a hail projectile to her move set. Remember if you die against the Valkyrie, all resources gathered to that point are lost, so consider avoiding enemies as you run back to her location. Fortunately, the Cursed Mist resets after freeing Hildr; but it does deplete while grabbing the loot that she dropped. For more information on Hildr, refer to the "Valkyries" Favors earlier in this chapter.

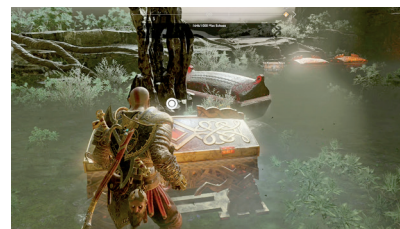


AREA D RESOURCES

CHEST	RESOURCE	MIN	MAX
Common	Mist Echoes	31	39
Coffin	Mist Echoes	92	122
Legendary	Mist Echoes	975	1025
	Aesirbane	1	5
	Anchor of Fog	1	1

AREA E Center Chamber

By completing the first quest for Sindri, you gain access to the center chamber. Common chests, coffins, Legendary Chests, and Realm Tears offer some great loot and challenging rift encounters.



The common chests and coffins in the arena provide a small number of Mist Echoes. You must pay a resource cost to access the Legendary Chests and Realm Tears. These costs, along with the items looted from them, are provided in the following table. The Legendary Chests are sorted by cost, not by the order in which they're found. Also note that monsters spawn from the rifts. These are covered with the third quest at the end of this section.

CENTER CHAMBER LOOT

CONTAINER	COST	LOOT
Legendary 1	1,000 Mist Echoes	Perfect Artifact of the Blight
Legendary 2	2,500 Mist Echoes	Eye of Niflheim
Legendary 3	5,000 Mist Echoes	Chilling Mists of Niflheim
Legendary 4	7,500 Mist Echoes	Axe Pommel—Blight Bringer
Legendary 5	7,500 Mist Echoes	Blades Pommel—Blightguard
Rift 1	10,000 Mist Echoes, 1 Anchor of Fog	Blades of Chaos Heavy Runic Attack—Gift of Apollo
Rift 2	20,000 Mist Echoes, 1 Anchor of Fog	Axe Pommel—Mistbourne
Rift 3	15,000 Mist Echoes, 1 Anchor of Fog	Talisman—Talisman of Cursed Power

FAVOR: IVALDI'S WORKSHOP

Quest Giver	Sindri
Quest Giver Location	End of Niflheim Bridge
First Available	Collect four Niflheim Language Ciphers and travel to Niflheim
Main Objective	Enter the Center Chamber
Reward	1075 XP

OBJECTIVE: Collect Mist Echoes and Have Sindri Craft an Entry Stone

Sindri wants you to get inside the center chamber, but that requires a Niflheim Entry Stone. This key can be crafted at Sindri's Shop by spending 500 Mist Echoes. Collect Mist Echoes by looting chests throughout Niflheim, and bring them to Sindri so that he can create the Entry Stone. Select Resources from his Buy Menu to find the item.



OBJECTIVE: Use Entry Stone and Enter Center Chamber

Once you have the Niflheim Entry Stone, kill the monsters in the first area and then use the key at the pedestal. This opens the gate, which allows you to enter the center chamber. Five Legendary Chests, three Realm Tears, and a number of other containers litter the area. Refer to the previous table for costs and contents. The Cursed Mist is thinner at this higher level, so no need to worry about the time limit.



FAVOR: IVALDI'S PROTECTION

Quest Giver	Sindri
Quest Giver Location	End of Niflheim Bridge
First Available	Complete "Ivaldi's Workshop"
Main Objective	Return the Niflheim Armor Set to Sindri
Reward	1075 XP, Niflheim Armor Recipe

OBJECTIVE: Return the Niflheim Armor Set to Sindri

After completing "Ivaldi's Workshop" and entering the center chamber, collect the Rusted Royal Armor that sits next to the corpse. Deliver the armor to Sindri to gain access to the Niflheim Armor Set. Continue to loot the chests throughout Niflheim in order to find the rare resources required to craft and upgrade the armor. Niflheim Alloy Fragment, Haze Weave, and Aesirbane are found inside Legendary Chests in specific areas of the realm, as specified earlier.



FAVOR: IVALDI'S CURSE

First Available	Complete "Ivaldi's Workshop"
Main Objective	Seal the three Realm Tears
Reward	3290 XP

OBJECTIVE: Seal the Three Realm Tears

Inside the center chamber, seal the three Realm Tears that threaten Niflheim. You must pay a fee of Mist Echoes and one Anchor of Fog each in order to spawn the enemies. Anchor of Fog is an extremely rare resource only available from Legendary Chests in the farthest areas from the start. Defeat the monsters that spawn from all three tears to complete the quest.

TEAR 1

Cost	10,000 Mist Echoes, 1 Anchor of Fog
Enemies	L8 Ogre, L7 Ogre, L6 Ogre
Reward	Blades of Chaos Heavy Runic Attack—Gift of Apollo

The fight starts out with a Level 8 Ogre, who's joined shortly by a Level 7 Ogre. A Level 6 Ogre joins in after a while. Work one of the beasts down until stunned, then ride it into the others. Continue to do this until only one remains, and then finish it off.



TEAR 2

Cost	20,000 Mist Echoes, 1 Anchor of Fog
Enemies	Soul Devourer, Wulver x2
Reward	Axe Pommel—Mistbourne



The two Wulvers start as weak Level 1 Wulvers. Defeat a Wulver; and another spawns at one level higher, eventually reaching Level 8. Defeat the highest-level Wulver, and it no longer respawns. It's best to concentrate on the Soul Devourer: If you've done the "Hail to the King" Favor for the Huldra Brothers or fought the miniboss at Ruins of the Ancient, you've already faced a Soul Devourer.

TEAR 3

Cost	15,000 Mist Echoes, 1 Anchor of Fog
Enemies	L8 Revenant x3, L8 Nightmares (summoned during fight)
Reward	Talisman—Talisman of Cursed Power



The battle consists of the three types of Revenants, including a Hel-Revenant and Revenant Summoner. The Summoner continues to pump out more Nightmares, so focus on her while managing the fliers. The Hel-Revenant is able to slow you down, making it tougher to evade the numerous projectiles.

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ARTIFACTS

Fully explore the realms of Midgard, Alfheim, and Helheim to come across special Artifacts that can be collected for added experience. Each find earns a little XP, while a bigger payout is given once you complete the corresponding optional task. There are seven types of Artifacts, each exclusive to a specific region. Once you find a new type, that quest is added to the Goals section of Atreus' journal under the Artifacts Tab. The Artifacts offer no further use to Kratos and can be sold to Brok for Hacksilver.

The following table lists each type of Artifact, along with the total number required, the region where they're found, and the price offered by Brok. The Artifacts are then split up by quest, with the location of every item.

ARTIFACTS			
ARTIFACT	# REQUIRED	REGION FOUND	SELL PRICE (HACKSILVER)
Lost Toys	4	Wildwoods	750
Masks	9	River Pass	1000
Ship Figureheads	9	Lake of Nine	1700
Elven Artifacts	5	Alfheim	3700
Cups	6	The Mountain	5000
Horns	6	Veithurgard	2500
Brooches	5	Helheim	10000



Lost and Found

LOCATION	Wildwoods	OBJECTIVE	Collect four Lost Toys	XP EARNED	350, plus 10 per Artifact found	SELL ARTIFACT	750 Hacksilver
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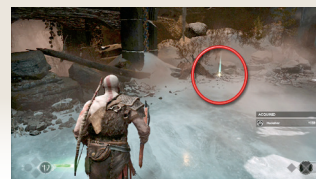
LOST TOY 1

The first toy is found near home, soon after you head out for a hunt with Atreus. Before crossing the stone bridge, search along the left side to find the boat.



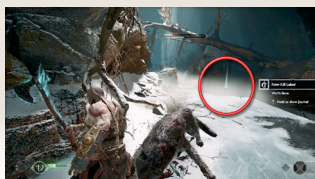
LOST TOY 3

From inside the Wildwoods temple, exit through the tall doors to the east and continue out to a frozen pond. Kill the Rabid Wolves and Draugr before collecting the Lost Toy.



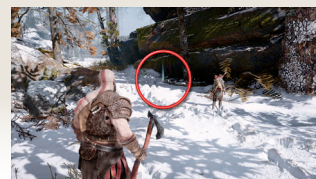
LOST TOY 2

At the courtyard, where stairs lead in four directions, follow the trail to the right. At the far end, a chain leads down into a canyon guarded by a pair of Wolves. Collect the toy horse once they're dispatched.



LOST TOY 4

When you return to the house from the deer hunt, search the front yard before going inside. The final Lost Toy can be found by following the right edge of the yard.

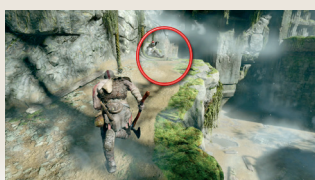


The Faces of Magic

LOCATION	River Pass	OBJECTIVE	Collect nine Seiðr Masks	XP EARNED	350, plus 10 XP per Artifact found	SELL ARTIFACT	1000 Hacksilver
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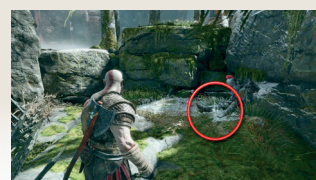
MASK 1

By killing the bandits and shimmying across the narrow ledge, you escape the Ruins. Before proceeding to the bridge, climb down the chain and move right past a cooking fire. Continue down the rocky ledge until you find a corpse and a Seiðr Mask. This puts you back where Atreus fell into the Ruins.



MASK 2

After meeting Brok and testing out his upgrade to Leviathan, search the area to the right. Grab the Seiðr Mask next to a fallen soldier on a rock plateau.



MASK 3

After meeting Brok, you must survive a spiked-ceiling trap as you cut through the nearby cave. As you exit, collect the Seiðr Mask next to another corpse on the right.



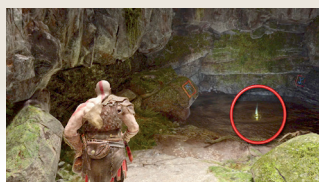
MASK 4

After exiting the spiked-ceiling trap, Kratos and Atreus enjoy a view of the mountain. Search the edge of the cliff to the right to find a mask next to another corpse.



MASK 5

After the sand puzzle, enter the cave and follow the trail to the left. Collect the mask that sits at the end of the path in a pool of water.



MASK 6

After Atreus takes a shot at a wild boar, explore the abandoned village. Find a mask next to a fallen soldier behind the smoldering hut.



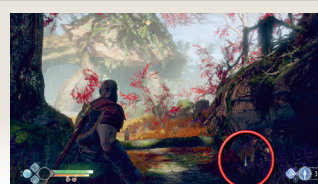
MASK 7

After leaving the Witch, explore her cavern before taking the boat. Drop off the southern ledge and pull the big sled east until it falls into the water. Hop across the new rocky platform to find a Seiðr Mask.



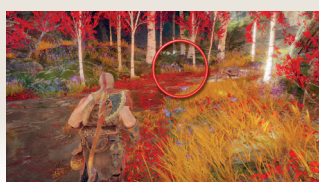
MASK 8

On your return visit to the Witch with Mimir's head, you must climb out of the cavern to reach her front yard. Follow the stone path toward the house and collect the mask that sits next to a corpse on the right.



MASK 9

During your return visit to the Witch, climb out of the cavern and head down to the front of the turtle. Climb the chain to the north and go northeast to find a Seiðr Mask sitting on the other side of the trail.



Abandon Ship

LOCATION	Lake of Nine	OBJECTIVE	Collect nine Ship Figureheads	XP EARNED	615, plus 10 per Artifact found	SELL ARTIFACT	1700 Hacksilver
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ORDER OF SHIP FIGUREHEADS

The figureheads are all available after the first water drop and written based on conditions at that time. If they're collected after the water drops again, you must navigate farther and deal with more enemies from the lower dock points. The order we chose here starts with the Artifact at the base of the temple steps and continues as you explore the shores in a clockwise manner. They can be collected in any order.

SHIP FIGUREHEAD 1

Týr's Temple: After the first water drop at Lake of Nine, dock on the right side of the central temple. The first figurehead rests next to a corpse at the bottom of the steps.



SHIP FIGUREHEAD 2

Lookout Tower: Take a boat to the beach west of Vanaheim Tower to find Lookout Tower. Stick your axe into the rotating boards above the Normir Chest, quickly recall the weapon, and hit it again to retract the nearby spikes. It's now safe to collect the figurehead next to the corpse.



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SHIP FIGUREHEAD 3

Niflheim Tower: Dock a boat on the right side of Niflheim Tower and ride the elevator to the top. The figurehead rests next to the Mystic Gateway.



SHIP FIGUREHEAD 4

Isle of Death: Dock on the west side of the Isle of Death and climb the cliff on the right. Turn left and approach the molten rock in the corner. Move around until you spot a red jar just behind the rock, and use your axe to detonate it. This reveals the figurehead next to another corpse on the left.



SHIP FIGUREHEAD 5

Forgotten Caverns: Paddle onto the beach at Forgotten Caverns and climb the chain on the right. Search to the left to find the Artifact lying next to a corpse.



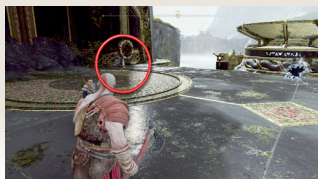
SHIP FIGUREHEAD 6

Helheim Tower: Park at the dock on the right side of Helheim Tower and ride the elevator to the top. An Artifact sits on the right next to a corpse. You must kill a group of Hel-Reavers before collecting the figurehead.



SHIP FIGUREHEAD 7

Alfheim Tower: Park a boat at either side of Alfheim Tower and take the elevator to the top. The figurehead rests next to the legs of a corpse.



SHIP FIGUREHEAD 8

Stone Falls: From the Stone Falls beach, move northeast through the open gate and kill the Revenant and Tatzelwurm. Once the area is clear of enemies, climb the short ledge in the eastern corner and collect the Artifact that lies on the ground.



SHIP FIGUREHEAD 9

Cliffs of the Raven: Find the beach at Cliffs of the Raven and disembark onto the island. Just past the deceased Troll, throw the axe through the boards on the side of the cliff and give Atreus a boost into the hole. Once it's available, climb up the chain and search to the northeast to find another Artifact.



Spoils of War

LOCATION	Alfheim	OBJECTIVE	Collect five Elven Artifacts	XP EARNED	615, plus 10 per Artifact found	SELL ARTIFACT	3700 Hacksilver
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ELVEN ARTIFACT 1

Find Light Elf Shore on the northwest side of the Lake of Light and disembark. Explore the dead end on the north side to find the first Elven Artifact lying next to a corpse.



ELVEN ARTIFACT 2

Find a second hidden beach to the southwest called Light Elf Sanctuary. Use a lever to open the first gate, and then break the two pods at the second to reach an outdoor ledge with a Realm Tear. Follow the footpath east and south until you reach a tentacle blocking your path. Throw your axe through the three pods to remove the obstacle and collect an Artifact dropped by the nearby Light Elf.



ELVEN ARTIFACT 3

After you defeat the Stone Ancient and extend the bridge, follow the southern bridge first to find an Elven Artifact at the dead end.



ELVEN ARTIFACT 4

After completing the Ringed Temple and using the lift to descend back into the trench, search the cell to the right to find the Elven Artifact.



ELVEN ARTIFACT 5

From the lift, pry open the door to the south and move into the next area. Fight your way to the southeast to find a gap in the walkway. Hit the crystal with a Light Arrow and cross the bridge. Throw your axe at the discs above to drop the crystal, and kill the Draugr that are released. Head into the cell directly across from where you entered and collect the Artifact.



ELVEN ARTIFACT 6

If you haven't completed the quest, there's a sixth Artifact available inside another cell. While navigating back through the trench, stop at the Nornir Chest and use the wheel to lower the floor: Freeze it with your axe and run through the opening ahead. The Artifact sits in the cell straight ahead.

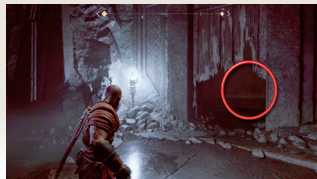


Bottoms Up

LOCATION	The Mountain	OBJECTIVE	Collect six Cups	XP EARNED	615, plus 10 per Artifact found	SELL ARTIFACT	5000 Hacksilver
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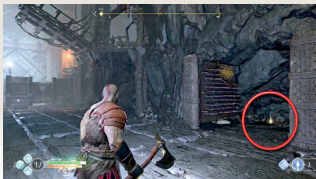
CUP 1

Soon after stepping inside the dark caves of the Mountain, you enter a large cavern. Fight your way through the Revenant and Draugr to the east side to find a dilapidated door. Bust inside and search behind the overturned table for the first Cup.



CUP 2

Push the mining cart in the mine to uncover a spiked door on the wall. Toss Leviathan to bang the door open and reveal an alcove. Inside, the Artifact sits on the ground next to a fallen soldier.



CUP 3

After receiving the Shock Arrows and entering the Mountain, you come across a crank-wheel that lifts a crane bucket, but sap currently makes it immobile. Shoot the Shatter Crystal with a Shock Arrow to free it up, then move past the bucket to find a Cup.



CUP 4

On your first trip through the Mountain, make your way to the Summit and fight your way through the Hel-Reavers. Before climbing up the side of the peak, turn left to find a corpse and Cup behind the rock.



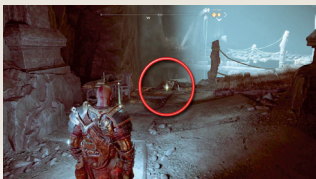
CUP 5

Return to the Mountain with the Chisel and Black Rune and make your way back to the Heart of the Mountain. After clearing out the enemies, look for the Shatter Crystal north of the entrance. Detonate it with a Shock Arrow and collect the Cup from inside.



CUP 6

Not long after defeating the Frost Ancient, you must shimmy across a narrow ledge to reach Sindri and the exit to the Summit. Before the narrow ledge, collect the Cup that sits near the edge on the left.



THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

Horns of Veithurgard

LOCATION	Veithurgard	OBJECTIVE	Collect six Horns	XP EARNED	615, plus 10 per Artifact found	SELL ARTIFACT	2500 Hacksilver
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HORN 1

After docking at the Veithurgard beach and clearing out the enemies, follow the pier to the far end to find the first Horn. A low-level Projectile Draugr blocks your way, so quickly take it down.



HORN 2

Open the gate west of the Veithurgard beach and climb to the upper ledge. After closing the Realm Tear, drop down and bust through the broken boards on the right to find a Horn.



HORN 3

In the middle of Veithurgard, at the top of the main steps, an anchor attempts to hold Otr the Dragon in place. Go east from the anchor and search between the corpse and crates on the right to find the Horn. Any Reavers in the immediate area must be killed before you collect the Artifact.



HORN 4

A stone bridge that leads to the castle on the southeast side of Veithurgard has been destroyed. You're unable to cross to the east side until an explosive is detonated on the other side, but that's not necessary to get the Artifact, as it rests next to a corpse on the west side.



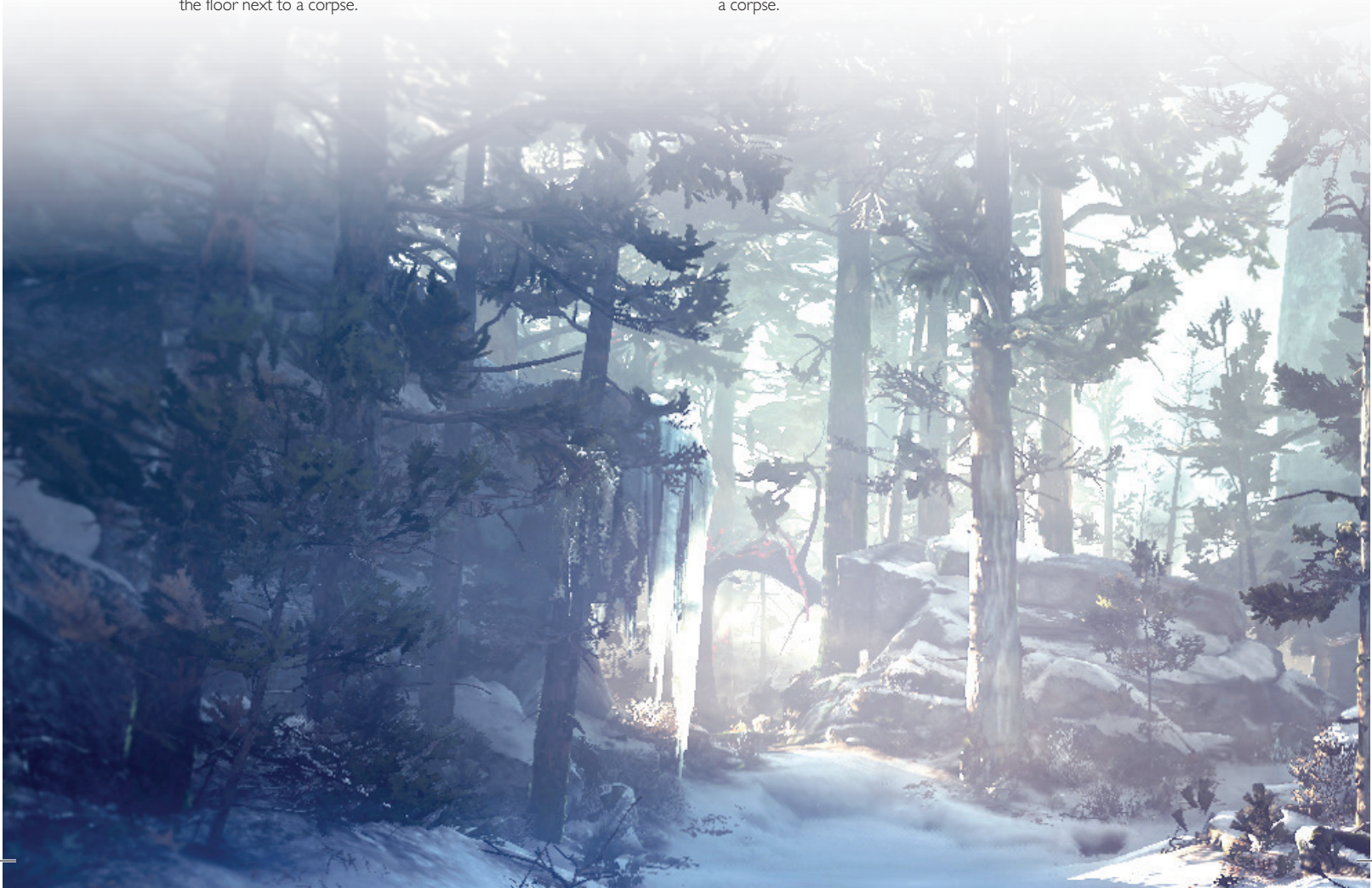
HORN 5

Solve the rune puzzle to enter the castle on the southeast side of Veithurgard. Kill the Reavers along the way as you move up the steps, left of the Jötnar Shrine. The Horn lies on the floor next to a corpse.



HORN 6

After destroying the third shrine, re-enter the castle and interact with the lever to drain the water. Descend to the lower floor and collect the Horn that rests next to a corpse.

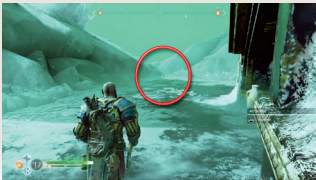


Family Heirloom

LOCATION	Helheim	OBJECTIVE	Collect five Brooches	XP EARNED	1075, plus 10 per Artifact found	SELL ARTIFACT	10000 Hacksilver
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BROOCH 1

Just after entering the realm of Helheim, head right to find the first Brooch. Defeat any Hel-Walkers in the area before collecting the Artifact.



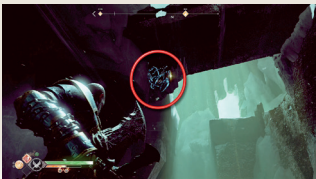
BROOCH 2

While traversing the bridge toward the Guardian, you're diverted to the side and eventually reach an open area with tall pillars. Look on the backside of the first pillar to find a Brooch stuck on with Hel's Bramble. Use the Blades of Chaos to knock it down.



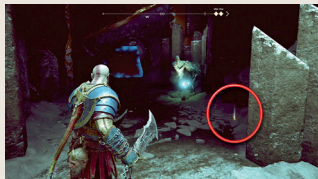
BROOCH 3

After climbing out of the sunken arena where you faced the Hel-Viken, burn through the Brambles and pass through a narrow passage. Follow the path and spot more Brambles up high on the underside of the walkway bridge. Burn them to drop a Brooch to the ground for pickup.



BROOCH 4

Return to Helheim with Atreus and make your way to the far end, just before the gate where you first learned to harness the Winds of Hel. Steps lead up from the middle of the bridge to a narrow walkway. Fire a Shock Arrow at the Shatter Crystal to the left. This gets you inside the Hidden Chamber of Odin; a Brooch lies on the ground just beyond the Shatter Crystal.



BROOCH 5

Return to Helheim with Atreus and make your way to the far end, just before the gate where you first learned to harness the Winds of Hel. Steps lead up from the middle of the bridge to a narrow walkway. Fire a Shock Arrow at the Shatter Crystal to the left. This gets you inside the Hidden Chamber of Odin; a Brooch lies on the ground just beyond the Shatter Crystal.



- THE BASICS
- EQUIPMENT AND SKILLS
- THE JOURNEY
- FAVORS
- ARTIFACTS
- LABORS
- LAKE OF NINE EXPLORATION
- JÖTNAR SHRINES AND TROPHIES
- FAN ART
- GOD OF WAR TEAM
- THE ART OF GOD OF WAR

LABORS

Labors are a category of optional content in *God of War*, consisting of collectibles, kill counts, Skill-based accomplishments, the Muspelheim Trials, and a few other exploration quests.

Notifications pop up on-screen when a new Labor is started or when progress is made. Select Labors from the Goals Tab in your journal to check your progress. In this chapter, we've split the Labors up into the same categories shown in your Labors Menu: Crafting, Skill, Kill, World, and Muspelheim. Note that some of the Labors cannot be completed until you've finished The Journey.

CRAFTING

WEAPON UPGRADE

LEVIATHAN WAKES

Objective	Collect Frozen Flames and upgrade the Leviathan Axe
Reward	3290 XP



For completing certain tasks, Kratos receives Frozen Flames, which Brok and Sindri can use to upgrade the Leviathan Axe. With this resource in your inventory, talk to either brother and select the weapon upgrade to increase the axe's strength and unlock new Skills. Frozen Flames are earned by completing the following:

- Meet Brok after escaping the Ruins
- Defeat the Ogre on first trip to Foothills
- Defeat Járn Fótr in Heart of the Mountain
- Defeat Magni and Modi at Thamur's Corpse
- Purchased from Shop w/Chilling Mists of Niflheim (Found in Niflheim Center Chamber Legendary Chest in exchange for 5000 Mist Echoes.)

CHAOS AND CONFLAGRATION

Objective	Collect Chaos Flames and upgrade the Blades of Chaos
Reward	3290 XP



Complete certain tasks to receive Chaos Flames, which can be taken to Brok or Sindri in exchange for an upgrade to the Blades. Each upgrade increases the weapon's strength and unlocks new Skills. Earn a Chaos Flame for the following:

- Defeat Máttugr Helson in Helheim
- Defeat the Trolls in Týr's Vault after collecting the Black Rune Stone
- Defeat the Hel-Traveler during escape of Helheim
- Purchased from Shop w/Raging Inferno of Muspelheim (Earned by defeating Valkyrie Göndul at the top of Muspelheim)

ARMOR

HEARTS OF STONE

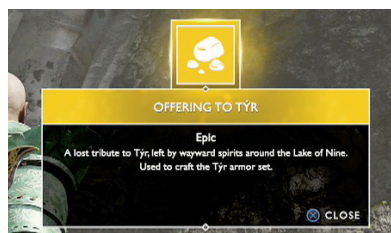
Objective	Bring the Ancient's Heart to Brok or Sindri
Reward	350 XP, Ancient Armor Set Recipe



Defeat and loot an Ancient to find an Ancient's Heart. Note that the Soul Eater and Soul Devourer do not drop this item. The Stone Ancient inside the Alfheim temple is the first opportunity to find this item during the Journey. Collect their dropped Ancient's Rubble too in order to craft the armor.

JUSTICE AND WAR

Objective	Bring an Offering to Týr to Brok or Sindri
Reward	350 XP



Completing three of the Wayward Spirit Favors—"Anatomy of Hope," "Dead Freight," and "Hammer Fall"—earns an Offering to Týr. Return them to Brok or Sindri, and they can craft three new armor pieces: Týr's Lost Unity Cuirass, Týr's Lost Unity Gauntlets, and Týr's Lost Unity Belt.

THE ROAD LESS TRAVELED

Objective	Visit Brok or Sindri with the Traveler resources
Reward	350 XP, Traveler Armor Set Recipe



Travelers drop valuable resources when defeated, including Traveler's Grisly Trophy and Traveler's Armor Shard. Bring the resources back to Brok or Sindri, and they can make a nice Legendary armor set. This can be started after reaching the summit the first time in the Journey by looting a Traveler, such as the Traveler Champion at Thamur's Corpse.

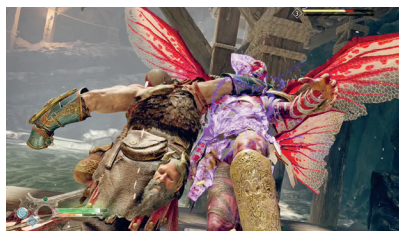
SKILL



A set of Labors are earned by using specific Skills during combat or killing in certain ways. The Labors are split into three goals—Bronze, Silver, and Gold—with XP earned for each.

LABOR	HOW TO COMPLETE	BRONZE GOAL (XP)	SILVER GOAL (XP)	GOLD GOAL (XP)
Judgment of Fire	Kill burning enemies. Light enemies on fire and then kill them. Note that Primordial enemies are resistant to fire.	25 (200)	50 (350)	100 (615)
Shatterer	Shatter frozen enemies. Freeze enemies by throwing your axe at them with R2, then attack them when frozen. Only works on enemies that can be shattered. Typically this means foes that are smaller than a Wulver, but not Hel-Walker.	25 (200)	50 (350)	100 (615)
Summoner	Summon an ally. Equip a summon for Atreus, then hold Square to use the Skill.	25 (200)	50 (350)	100 (615)
Against the Wall	Wall-pin an enemy by throwing your axe with R2 when the enemy is close to a wall.	25 (200)	50 (350)	100 (615)
Quick Reflexes	Parry attacks. Parry incoming attacks by blocking with L1 shortly before impact.	25 (200)	50 (350)	100 (615)
Reaper	Cleave-kill enemies. Cleave enemies by holding R2 with the axe. The attack is easy to avoid and interrupt, so be sure the opening is there.	25 (200)	50 (350)	100 (615)
Touch of Death	Stun Grab enemies. When enemies are stunned and flash red, press R3 to grab them and deal massive damage.	25 (200)	50 (350)	100 (615)
Talisman Tinkerer	Use your Talisman Abilities by pressing L1 + Circle. Requires a Talisman with an ability.	50 (200)	100 (350)	200 (615)
Last One Standing	Trip enemies by throwing your axe with R1 at their legs. Only works on smaller enemies.	25 (200)	50 (350)	100 (615)

KILL



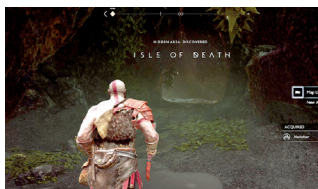
Kill specific enemy types a set number of times to score XP and complete the following Labors. XP is earned at three levels: Bronze, Silver, and Gold.

LABOR	ENEMY TYPE	BRONZE GOAL (XP)	SILVER GOAL (XP)	GOLD GOAL (XP)
Last of the Ancients	Ancients	2 (200)	4 (350)	6 (615)
Dark Elves' Downfall	Dark Elves	150 (200)	200 (350)	250 (615)
Draugr's Demise	Draugr	300 (200)	500 (350)	700 (615)
Nightmare's Wake	Nightmares	75 (200)	150 (350)	225 (615)
Ogre's Undoing	Ogres	10 (200)	20 (350)	30 (615)
Reaver's Doom	Reavers	100 (200)	250 (350)	400 (615)
Revenant's Ruin	Revenants	10 (200)	20 (350)	30 (615)
Shadow Warrior	Shadows	50 (200)	100 (350)	150 (615)
Wurm-Slayer	Tatzelwurms	30 (200)	50 (350)	70 (615)
Travelers' End	Travelers	10 (200)	15 (350)	20 (615)
Troll's Toll	Trolls	3 (200)	6 (350)	10 (615)
Viken Brawler	Vikens	10 (200)	30 (350)	50 (615)
Wolf's Bane	Wolves	50 (200)	75 (350)	100 (615)
Wail of the Wulver	Wulvers	10 (200)	20 (350)	30 (615)
Wages of War	All enemies	500 (615)	1000 (1075)	2000 (1880)

WORLD

EXPLORING THE LAKE OF NINE

Objective	Discover eight islands and beaches
Reward	1880 XP



- Buri's Storeroom
- Cliffs of the Raven
- Forgotten Caverns
- Iron Cove
- Isle of Death
- Light Elf Outpost
- Lookout Tower
- Ruins of the Ancient
- Stone Falls

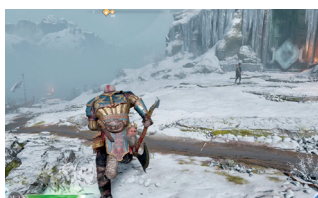
HIDDEN CHAMBERS

Objective	Find and enter all seven of the Hidden Chambers
Reward	1880 XP



I THAMUR'S CORPSE

Valkyrie	Gunnr
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Once the World Serpent emerges from the lake, the water drops, exposing a number of islands and beaches. Each is full of treasure, monsters, and other opportunities. Visit the following areas of Lake of Nine to complete this Labor.

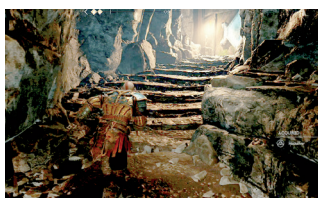
There are seven locked doors throughout the realms. Once you have the Chisel, use it to unlock the magic doors and explore the interior. To complete this Labor, you only need to get inside (earning a little XP once there), but each location offers a number of chests to pilfer. In six of these chambers, a Valkyrie waits in the back; the seventh holds a Realm Tear.

Find the Chamber: After defeating Magni and Modi and collecting the Chisel, return to your boat. Before hopping into the vessel, approach the nearby Chisel door and use the tool to get inside.

Explore the Interior: Just inside the chamber, find a Jötunn Shrine with a story about Thamur's demise. A coffin sits at the top of the steps.

2 FOOTHILLS

Valkyrie	Geirdriful
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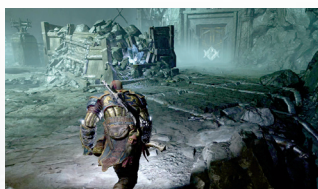


Find the Chamber: Return to the Foothills once you have the Chisel, and climb the cliff to the southeast. Freeze the Scorn Poles with your axe and follow the main trail around to the south. When the path splits, go right until you reach the Chisel door.

Explore the Interior: A coffin is available at the top of the steps and a chest at the base of the steps. Just before reaching the Valkyrie, follow the steps down to find a chest.

3 THE MOUNTAIN

Valkyrie	Eir
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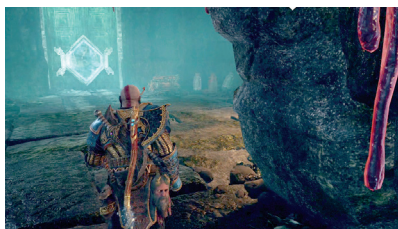


Find the Chamber: After obtaining the Chisel and the Black Rune Stone, you return to the Mountain. Before clearing the Bramble and stepping onto the elevator, find the Chisel door against the southern wall.

Explore the Interior: A coffin and chest are found at the top of the steps. Another chest sits between the gap in the floor and the Valkyrie.

4 RIVER PASS (WITCH'S BASEMENT)

Valkyrie	Kara
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Find the Chamber: With the Chisel in your inventory, travel back to the Witch's Basement and ride the elevator up. Make your way south through the cavern across the light bridges. If you haven't accessed the eastern room, sap blocks your path. Attach a Shatter Crystal from the nearby dispenser and hit it with a Shock Arrow. Now you can climb into the small room and unlock the Chisel door.

Explore the Interior: The corridor is blocked, so you must lift the big stone out of the way and bust through the boards before stepping onto the elevator. The upper balcony holds a coffin. After leaping across the gap, run down either stairway to reach two chests.

5 HELHEIM

Valkyrie	Rota
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Find the Chamber: Return to Helheim with Atreus and make your way to the far end, just before the gate where you first learned to harness the Winds of Hel. Steps lead up from the middle of the bridge to a narrow walkway. Fire a Shock Arrow at the Shatter Crystal to the left. This gets you inside the Hidden Chamber of Odin; no need to use the Chisel.

Explore the Interior: A Brooch sits on the ground just beyond the Shatter Crystal. A Raven is also found perched ahead. At the lower level, climb the stairs to find the final Brooch, a coffin, and a Raven perched on the frame above.

6 ALFHEIM

Valkyrie	Olrun
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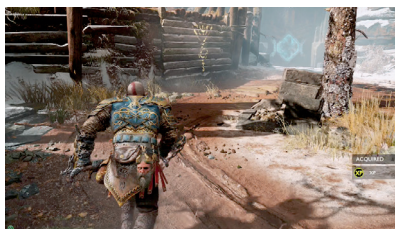


Find the Chamber: Cross the bridge into Alfheim, paddle into the Lake of Light, and head northwest to find a hidden beach called Light Elf Shore. Run southwest into the tunnel, past a Tatzelwurm, and use the Chisel on the door to find a Hidden Chamber of Odin.

Explore the Interior: Loot a chest across from the Mystic Gateway and a coffin at the top of the stairs. Two more chests are available just before the Valkyrie.

7 WILDWOODS

Valkyrie	—
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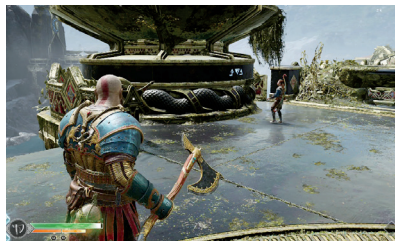


Find the Chamber: From the Wildwoods Mystic Gateway, run into Kratos' backyard, cut away the Hel's Bramble with your Blades, and climb the ladder. Take out the Heavy Draugr, Draugr (Speed), and Hel-Reaver that have spawned into the garden. Drop off the opposite side, kill another Heavy Draugr and Draugr (Speed), and turn left to find a Chisel door.

Explore the Interior: Don't miss the big cache of Hacksilver near the entrance; turn right at the bottom of the steps. After riding the elevator down, find a coffin at the top of the stairs. After hopping the gap in the floor, go downstairs to find two chests and a Dual-Wielding Draugr. This is the only Hidden Chamber of Odin that doesn't contain a Valkyrie. Instead, you must close a Realm Tear (L8 Revenant Summoner, L3 Heavy Explosive Draugr, L3 Speed Draugr) as part of the "Window to Another World" Labor. Before taking on the challenge, collect a Scroll (A Thief's Testimony) sitting near the back of the chamber.

LIGHT OF THE WORLD

Objective	Light Týr's eight braziers on the realm towers around the Lake of Nine
Reward	1880 XP, 615 XP per brazier



Typically, eight realm towers stand around the perimeter of Lake of Nine, though one tower is missing when you first reach the region, reappearing as you progress through the Journey.

Each tower holds a pair of braziers that must be lit to complete the Labor. Before they can be lit, Atreus must translate the runes written on each. Upon first arrival, he's only able to translate one. In order to read the rest, you must collect the sets of Niflheim and Muspelheim Language Ciphers (complete the two Favors, "The Realm of Fire" and "The Realm of Fog").

Most towers can be ascended by riding one of the elevators found on the sides of the structures. Sometimes the elevator is blocked or deactivated at the bottom and you must find another way to the top. If the gate at the top of the tower isn't obstructed, you may be able to access it from behind. Refer to the **Lake of Nine Exploration** chapter for details on each location.

Once the Language Ciphers have been collected, approach each brazier and press Square. Atreus translates the runes and the fire is lit.

FREE DRAGONS

Objective	Free the three Chained Dragons
Reward	100 XP, Resource—Dragon Tear, and an Enchantment per dragon, 615 XP once all three have been freed



Three dragons are chained up around Midgard, and it's up to Kratos and Atreus to free them. Otr is located at Veithurgard, and Reginn is found on the north side of Konungsgard Stronghold. The third, Fáfnir, is found on the north side of Lake of Nine through a large gate, right of the Njörd's Oarsmen.

Each of these dragons has an associated Favor that's activated as you approach the dragon. It's best to work your way through the Huldra Brothers' Favors and start "Hail to the King" before heading to Konungsgard Stronghold.

In order to access Veithurgard, you must use a wheel at Stone Falls to open a massive gate in northeastern Lake of Nine. Be sure to talk to the wayward spirit next to the wheel in order to begin another Favor, "Hammer Fall," which also takes place at Veithurgard.

MORE THAN MYTH

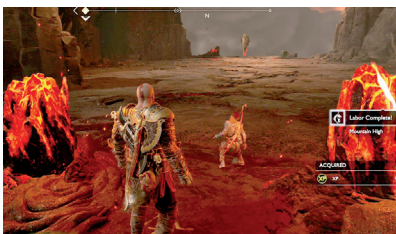
First Available	Find a Jötunn Shrine
Objective	Find all Jötunn shrines
Reward	1880 XP, 615 per Shrine



Find the 11 Jötunn Shrines left behind by the Giants as you explore the Norse realms. Atreus logs each one into the Lore portion of the Codex tab of the Journal. Refer to the Appendices for locations of all 11 shrines.

MOUNTAIN HIGH

First Available	Collect four Muspelheim Language Ciphers and travel to Muspelheim
Objective	Get to the top of Muspelheim
Reward	1880 XP



Mountain High requires that you climb to the top of the Muspelheim Volcano where the final trial takes place, a fight against a Valkyrie. Along the way, you must survive 10 Normal and Hard trials. Complete Trial V: Hard and climb to the final arena to score the Labor.

CLOSE REALM TEARS

Objective	Close 18 Realm Tears
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REWARD

GOAL	# REALM TEARS	XP EARNED
Bronze	5	615
Silver	10	1075
Gold	18	1880



Throughout your adventures, watch for small tears in the fabric of reality and close them. These are represented by little blue blobs, and most of the time, powerful monsters spawn out of them. All of the tears are listed below with their locations, as well as the types of enemies that spawn from the tears. L# indicates the levels of the spawned enemies. Note that enemies that spawn from these Realm Tears are Elite, so they are more powerful than standard enemies.

Each Realm Tear rewards Kratos with varying amounts of the Legendary Resource—Dust of Realms. You may also earn a Pure Essence of Realms. Extra rewards are earned from a few tears and are listed below.

Note that there are 21 Realm Tears in all, but you need to close 18 to complete the Labor. Two of the tears are not accessible after a certain point in the game, and a third is well hidden and not required for the Labor.

1 LAKE OF NINE: ALFHEIM TOWER

First Available	After first water drop
Enemies Spawned	L4 Heavy Draugr, L4 Speed Draugr x2

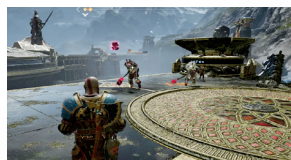


Boat over to the Alfheim Tower and ride the elevator to the top.

The Realm Tear can be closed just after you speak with the World Serpent, though three Level 4 Draugr may be a challenge at that point in the game. Dodge the big guy's attacks while focusing your attention on the speedier foes.

2 LAKE OF NINE: NIFLHEIM TOWER

First Available	After first water drop
Enemies Spawned	L6 Heavy Draugr x2

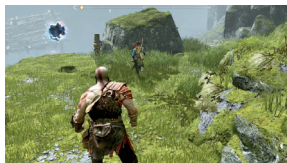


Paddle a boat to the Niflheim Tower and take the elevator to the top.

This tear is available early in the game, but beware the powerful duo that spawns from it. Their attacks hit hard but are telegraphed as they wind up their hammers.

3 VEITHURGARD

First Available	After first water drop
Enemies Spawned	None



Use the wheel at Stone Falls to open the big northeastern gate and gain access to Veithurgard

Pass. Navigate through the pass, grab the boat next to the lake, and paddle south to a beach. Clear out the enemies before following the westward trail to a chain. Use the chain to open a gate a short way south. Climb into the new opening and scale the wall to the cliff above, where the Realm Tear floats on the cliff's edge.

4 FOOTHILLS: JUST INSIDE VANAHEIM TOWER GATE

First Available	Return from Alfheim with Light Arrows
Enemies Spawned	L6 Revenant, L7 Revenant



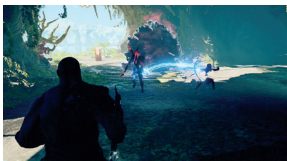
After returning from Alfheim with Light Arrows, pass through the Vanaheim Tower gate.

Fire a Light Arrow up at the crystals on the wall ahead and to the left to reveal a Realm Tear in the middle of the room.

Use Atreus' arrows to drop the Revenant's shroud, and then let the creature have it. You may want to attempt this Realm Tear much later in the game. These high-level Revenants can overwhelm with their rake fissures.

5 ALFHEIM I: LIGHT ELF SHORE

First Available	Exit the Ringed Temple with Light Arrows
Enemies Spawned	L4 Dual-Wield Draugr x2



Cross the bridge into Alfheim, paddle into the Lake of Light, and head northwest to find a hidden

beach, Light Elf Shore. Move underneath the big tree and clear out the Nightmares inside. Once the area is clear, spot the three crystals embedded in the ground under the tree. Hit all three with Light Arrows, and the Realm Tear appears.

These guys are quick and carry a pair of axes each. Stay on the move and have Atreus distract one of the Draugr to make the fight more manageable.

6 ALFHEIM 2: LIGHT ELF SANCTUARY

First Available	Gain access to the realm of Alfheim as part of the Journey
Enemies Spawned	L3 Heavy Draugr, L4 Heavy Draugr



After crossing the bridge into Alfheim, take the boat into the Lake of Light. Paddle southeast

to find a hidden beach, Light Elf Sanctuary. Make your way through the two gates to access the Realm Tear.

Hit one of the heavies with Shock Arrows, while dealing with its partner. Space is tight, but you can move farther down the path if necessary. Evade their slow, powerful strikes and counter with Leviathan.

7 LAKE OF NINE: LIGHT ELF OUTPOST I

First Available	After second water drop
Enemies Spawned	None



After the second water drop, dock at the newly revealed beach, kill the

Ogre and friends, and use a Light Arrow to create a bridge up to the Nornir Chest. Head right and then left to reach a chain. Climb down to reach the Realm Tear.

8 LAKE OF NINE: LIGHT ELF OUTPOST 2

First Available	After second water drop
Enemies Spawned	L7 Hel-Viken x2, L8 Hel-Reaver Guard



Make your way up to the dock high up on Light Elf Outpost and climb the short

ledge. Use Light Arrows to extend light bridges to the right and left. A crystal sits just beyond the left bridge. Carry it to the top past a gate and place it in another base. Hit it with a Light Arrow, as well as two more crystals high up on the ruins, to spawn the Realm Tear. Use a shield break against the guards to open them up for attack. Watch out for the Hel-Viken's strong attacks.



9 LAKE OF NINE: SVARTALFHEIM TOWER

First Available	After second water drop
Enemies Spawned	L7 Wulver x2

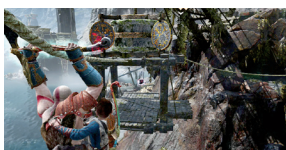


Take your boat through the opening behind Svartalfheim Tower and dock at the small beach on the left. Scale the wall to reach the backside of the tower and interact with the Realm Tear to the right.

The Wulvers are quick and powerful. Use Runic Attacks and Rage Mode when available, and be ready to sidestep their swipes.

10 LAKE OF NINE: ISLE OF DEATH

First Available	After Second Water Drop
Enemies Spawned	None



Climb the Isle of Death until you reach the upper dock on the northwest side. Face the hanging platform to the right and hit the left paddle twice with Leviathan to lower it all the way. Slide down the rope and use the lever to raise it back up. Now use the rope on the left to slide to the next platform.

Interact with the lever to cause the platform to raise to the top, and turn back to the first platform. Hit the left paddle to drop it once and then slide down the rope to reach the first platform. Now you can close the Realm Tear.

11 LAKE OF NINE: CLIFF NEAR ALFHEIM TOWER

First Available	After second water drop
Enemies Spawned	L6 Hel-Viken, L6 Hel-Reaver Lord x2

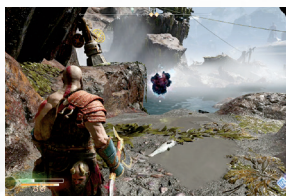


After the second water drop, dock at the beach between the Alfheim Tower and the Njörd's Oarsmen. Clear the path with a Shock Arrow and scale the cliff. The Realm Tear sits to the right.

Space can be tight here, but you can climb the next ledge and hit an explosive below to clear out the blockade. Stay on the move to avoid the Hel-Viken while finishing off the Reavers.

12 LAKE OF NINE: IRON COVE

First Available	After second water drop
Enemies Spawned	None



Paddle a boat onto the western beach of Iron Cove. The Realm Tear is up the slope past two Poison Wolves.

13 KONUNSGARD STRONGHOLD

First Available	After second water drop
Enemies Spawned	L7 Hel-Viken x3



This Realm Tear is available during and after Brok and Sindri's final Favor, "Hail to the King." After collecting the required resources in the stronghold, exit out the back and follow the footpath up the steps and on past the structure. The tear sits on the right side of the path before the chain. If returning to close the tear, simply fast-travel to the Mystic Gateway and climb the nearby chain.

These guys hit hard, and every successful hit adds to your slow meter. Once the meter fills, it becomes tougher to avoid all three.

14 THAMUR'S CORPSE I

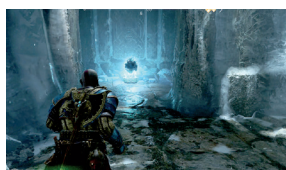
First Available	After second water drop, travel to Thamur's Corpse as part of the Journey
Enemies Spawned	None



Shortly after arriving at Thamur's Corpse, you climb up a chain and get a good shot of the Hammer and Chisel through Thamur's head. Kill the Wulver, then grab a Shatter Crystal from the dispenser near the middle of the area. Take it south to the corner and fling it up at the sap on the left wall, followed by a Shock Arrow. Carry the light crystal northeast past the dispenser and then right to find a base. Once it's placed and hit with a Light Arrow, a Realm Tear appears.

15 THAMUR'S CORPSE 2

First Available	During the Journey, retrieve the Chisel and exit Thamur's Corpse
Enemies Spawned	None



On your way back from retrieving the Chisel, use the tool on the magic door in the Banquet Hall. At the intersection ahead, look up and to the right to spot a light crystal. Grab a Shatter Crystal from the nearby dispenser, fling it onto the busted beam that holds the light up, and then fire a Shock Arrow at the Shatter Crystal. Pick up the light crystal and carry it back to the intersection. Place it into the base to the right and hit it with a Light Arrow.

Banquet Hall. At the intersection ahead, look up and to the right to spot a light crystal. Grab a Shatter Crystal from the nearby dispenser, fling it onto the busted beam that holds the light up, and then fire a Shock Arrow at the Shatter Crystal. Pick up the light crystal and carry it back to the intersection. Place it into the base to the right and hit it with a Light Arrow.

16 MOUNTAIN SUMMIT

First Available	During the Journey, return to Summit with Chisel
Enemies Spawned	L6 Hel-Reaver, L7 Hel-Reaver, L4 Hel-Reaver Guard, Ice Nightmare x2



On your return visit to the Mountain, you run into Sindri just before exiting to the Summit. Once outside, interact with the Realm Tear ahead.

Be careful not to become surrounded by the Reavers. Keep them in the open area and keep an eye out for their ice attacks.

17 WILDWOODS HIDDEN CHAMBER OF ODIN

First Available	After obtaining the Chisel
Enemies Spawned	L8 Revenant Summoner, L3 Heavy Explosive Draugr, L3 Speed Draugr
Reward	Enchantment—Heart of Svartalfheim



From the Wildwoods Mystic Gateway, run into Kratos' backyard, cut away the Hel's

Bramble with your Blades, and climb the ladder. Fight your way through the enemies, drop off the opposite side and turn left to find a Chisel door. Once inside, take the elevator down and move into the back room to find the Realm Tear.

The high-level Revenant summons four Nightmares to join the Heavy Draugr and Speed Draugr. Make the Revenant your priority, but keep an eye on the Heavy Draugr. If it charges up its midsection, immediately hit it with a light axe throw. Keep Atreus' arrows aimed at the Revenant to lower her shroud, but whenever possible, take out a couple of Nightmares. As long as you keep one Nightmare around, the Revenant will not add any more. Once the Revenant has been taken care of, the fight calms down considerably.

18 NIFLHEIM I

First Available	Complete Sindri's Favor, "Ivaldi's Workshop"
Enemies Spawned	L8 Ogre, L7 Ogre, L6 Ogre
Reward	Blades of Chaos Heavy Runic Attack—Gift of Apollo



Complete the "Ivaldi's Workshop" Favor for Sindri by collecting enough Mist

Echoes to craft a Niflheim Entry Stone and entering the center chamber. Access the left Realm Tear at a cost of 10,000 Mist Echoes and one Anchor of Fog. The fight starts out with a Level 8 Ogre, who's joined shortly by a Level 7 Ogre. A Level 6 Ogre joins in after a while. Work one of the beasts down until stunned and then ride it into the others. Continue to do this until only one remains, and then finish it off.

19 NIFLHEIM 2

First Available	Complete Sindri's Favor, "Ivaldi's Workshop"
Enemies Spawned	Soul Devourer, L1 Wulver x2
Reward	Axe Pommel—Mistbourne



Complete the "Ivaldi's Workshop" Favor for Sindri by collecting enough Mist Echoes to

craft a Niflheim Entry Stone and entering the center chamber. Access the right Realm Tear at a cost of 20,000 Mist Echoes and one Anchor of Fog.

The two Wulvers start as weak Level 1 Wulvers. Defeat a Wulver, and another spawns at one level higher, eventually reaching Level 8. Defeat the highest-level Wulver, and it no longer respawns. It's best to concentrate on the Soul Devourer. Once the boss has been defeated, the Wulvers go away.

Defeating the Wulvers can provide Rage stones; Rage can be used to stun the boss. If you've done the "Hail to the King" Favor for the Huldra Brothers or fought the miniboss at Ruins of the Ancient, you've already faced a Soul Devourer.

20 NIFLHEIM 3

First Available	Complete Sindri's Favor, "Ivaldi's Workshop"
Enemies Spawned	L8 Revenant, L8 Hel-Revenant, L8 Revenant Summoner, L8 Nightmares (summoned during fight)
Reward	Talisman—Talisman of Cursed Power

Complete the "Ivaldi's Workshop" Favor for Sindri by collecting enough Mist Echoes to craft a Niflheim Entry Stone and entering the center chamber. Access the back Realm Tear at a cost of 15,000 Mist Echoes and one Anchor of Fog.

The battle consists of the three types of Revenants, including a Hel-Revenant and Revenant Summoner. The summoner continues to pump out more Nightmares, so focus on her while managing the filers. The Hel-Revenant is able to slow you down, making it tougher to evade the numerous projectiles.



THE EYES OF ODIN

Objective Find and dispatch all 51 of Odin's winged spies

REWARD

GOAL	# RAVENS	XP EARNED
Bronze	15	1075
Silver	30	1880
Gold	51	3290

There are 51 Ravens flying or perched around the environment in *God of War*. These guys are often hard to spot, but they make a distinct sound. Anytime you hear their call, look around the environment to find the bird. Hit each one with your axe to gain 100 XP. Dispatch 15, 30, and 51 to earn bonus XP, as stated in our accompanying table.

RAVEN LOCATIONS

Find the locations of all 51 Ravens on our maps in the **Journey Walkthrough**, **Favors**, and **Lake of Nine Exploration** chapters.

1 THE RIVER PASS



In the ruins, just after defeating the Heavy Draugr, find this Raven perched on a rock above the location of the two Projectile Draugr.

2 THE RIVER PASS



After the sand puzzle, follow the right path until you see daylight to the right. Sitting atop the uppermost rock is another Raven.

3 THE RIVER PASS



After meeting Brok and cutting through the two caves, just after finding the first boar tracks, you run into a Troll. A Raven is perched high above on the partial arch.

4 THE RIVER PASS



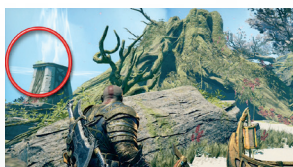
After killing the Troll, you come across an abandoned village as you search for a boar. Perched on the right hut is a Raven.

5 FOOTHILLS



Climb and follow the trails, or simply ride Sindri's lift, up to the base of the Mountain. Turn toward the lift and look up on the rocky cliff on the left. A Raven dances on the edge.

6 ALFHEIM (LIGHT ELF SHORE)



Paddle northwest at the Lake of Light to find the hidden beach Light Elf Shore. Disembark and step toward the water to get the right angle. Turn southeast and spot the Light Elf pedestal and a Raven.

7 MOUNTAIN (DARK CAVES)



Just after dispelling the Black Breath and completing "Light of Alfheim," you enter the dark caves of the Mountain. Defeat the Revenant Summoner, then move to the far side of the hole in the bridge. Look back under the bridge to find a Raven perched on the beam.

8 MOUNTAIN (THE HEART OF THE MOUNTAIN)



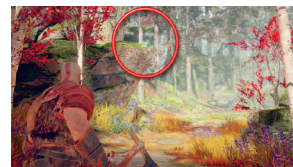
Traversing the dark caves leads Kratos and Atreus to the Heart of the Mountain. Find the tunnel entrance on the northeast side that leads to Brok. Follow the cliff ledge and look to the right to spot a Raven flying around.

9 MOUNTAIN (THE HEART OF THE MOUNTAIN)



After running into Brok, you find a big cart that can be pushed along the tracks. Push it just past a bridge and drop the two sides so that you can cross to the east side of the cavern. Head north to find a Raven at the next corner.

10 RIVER PASS



On your return visit to the Witch with Mimir's head, you must climb out of the cavern to reach her front yard. Climb the chain on the north side and look east to find a Raven perched on the ledge.

11 THAMUR'S CORPSE



Debarb at the northern dock near Thamur's Corpse and look left. Spot the Raven as it dances around on the edge of the stone structure. Aim high to get the distance needed to hit it.

THE BASICS

EQUIPMENT AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

LAKE OF NINE EXPLORATION

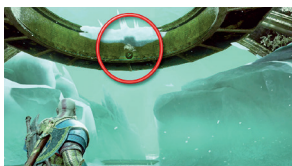
JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

12 HELHEIM



Look for the arch that forms a ring above the bridge. A Raven is perched on the inside of the ring, on the north side.

13 HELHEIM



After fighting the Hel-Viken in the lower pit, Hel's Bramble must be torched in order to dislodge a pillar—allowing you to continue toward the Guardian. Before climbing up that pillar, though, look north to find a stationary Raven.

14 HELHEIM



After fighting the Hel-Viken in the lower pit, walk over to the southeast ledge and look below to spot a Raven flying around in a circle. Toss Leviathan ahead of its path to get it.

15 HELHEIM (RETURN WITH ATREUS)



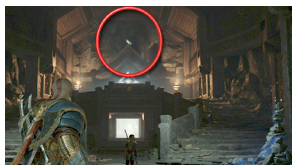
Return to Helheim with Atreus, follow the bridge through a small tunnel, and climb onto the narrow footbridge just ahead. Detonate the Shatter Crystal to the right to find a chest and coffin. A Raven is also inside the small room.

16 HELHEIM (RETURN WITH ATREUS)



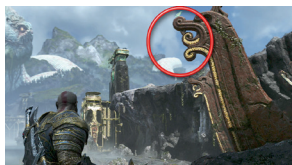
Return to Helheim with Atreus and climb onto the second narrow footbridge that runs perpendicular to the bridge. Detonate the Shatter Crystal to access a Hidden Chamber of Odin. A Raven is perched just inside.

17 HELHEIM (RETURN WITH ATREUS)



Descend to the lower floor of the Helheim Hidden Chamber of Odin and approach the stairs. Perched on the A-frame above is another Raven.

18 MASON'S CHANNEL



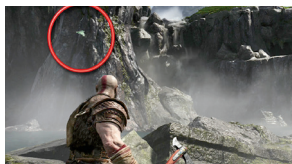
Disembark at the beach just west of the Alfheim Tower and climb the first ledge ahead. Turn left toward the Njörd's Oarsmen and find the Raven sitting on top of the very front of the right ship.

19 STONE FALLS



Find the wayward spirit next to the gate wheel on the upper level of Stone Falls. Turn west toward the waterfall and look up to find a Raven high on the cliff.

20 BURI'S STOREROOM



The second water drop reveals a Raven near Stone Falls. From the north side of Buri's Storeroom, look toward the rock pillar just left of Stone Falls to spot the Raven flying around it. Fling the axe in front of the bird to hit it in flight. This Raven can also be hit from the upper cliff of Stone Falls.

21 FORGOTTEN CAVERNS



Look for the spindle that holds the three rune bells next to the Nomir Chest. Perched on top is another Raven.

22 FORGOTTEN CAVERNS



Paddle a boat into the waterway behind the Svartalfheim Tower and climb the wall to the tower's backside. Turn around and look down to the left to spot the squawking Raven perched on a ledge.

23 ISLE OF DEATH



After the second water drop, a Raven sits under the shipwreck on the lower level of the Isle of Death. Peek through the two rock formations to find it.

24 IRON COVE



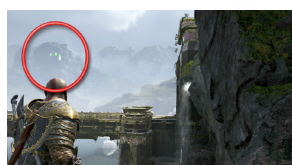
A Raven flies above the rocky outcropping near the southern shipwreck. It's visible from atop the Isle of Death, but you must get within range. After the water drops a second time, slide from the top of the Isle of Death to Iron Cove, and make your way onto the right portion of the shipwreck. Now you're close enough to hit the Raven to the left with an axe throw.

25 NIFLHEIM REALM TOWER



After the second water drop, ride the right elevator to the top of the Niflheim Tower and look over the far side. A Raven sits in the front half of the shipwreck below. Aim high with your axe to hit it.

26 LOOKOUT TOWER



A Raven circles above Lookout Tower. The higher you climb, the easier the throw.

27 CLIFFS OF THE RAVEN



Navigate to the far side of the area, where the brazier and Ogre corpse are found. Head northwest through the narrow path to a gate on the left. Look up on the cliff straight ahead to find the Raven.

28 VEITHURGARD



Take a boat to the small Thor statue island in northern Veithurgard to find a Raven circling above. This is best done during the "Hammer Fall" Favor.

29 VEITHURGARD



On the southeast side of Veithurgard, just left of the castle entrance, a Raven sits on a low rock. Look southeast from the Lore Marker to find it.

30 VEITHURGARD



At the anchor that holds Otr the Dragon, look toward the dragon and use the axe to bust out the wooden boards on the left. You may have to throw the axe again, if the first throw misses its target.

31 VÖLUNDER CHASM



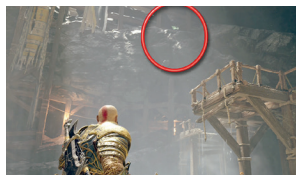
A Raven flies above the Völunder Mines dock. Park your boat and fling the axe ahead of its path in order to take it down.

32 LANDSUTHER MINES



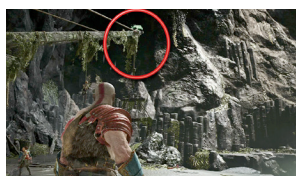
A Raven sits high on a wooden platform near the Mystic Gateway, just west of Brok's Shop.

33 LANDSUTHER MINES



Descend to the lower level of the mines and navigate deep inside to the large cavern, where you face off against the Dark Elf Lord. After first entering the cavern and defeating the initial Dark Elf Warriors, look high into the northeast corner to find a Raven perched on the rocky ledge.

34 FÁFNIR'S STOREROOM



From the Lake of Nine, find Fáfnir's Ravine in the northwest corner and follow the waterway all the way back to a beach. Ride the lift up, step off, and look above to find a Raven sitting on top of the lift.

35 FÁFNIR'S STOREROOM



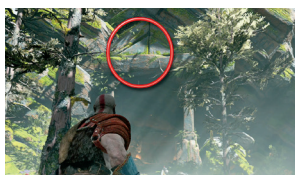
Visit Sindri's Shop just inside Fáfnir's Storeroom, and look up to find a Raven flying in a circle.

36 FÁFNIR'S STOREROOM



After you visit Sindri's shop and squeeze through the narrow crevice, but before you fight the Reavers, a Raven sits on a branch of a fallen tree on the left side of the footpath.

37 FÁFNIR'S STOREROOM



Perched on a beam at the far end of the forest area, just left of the big waterfall, the Raven overlooks the exit from Fáfnir's Storeroom. Get this bird during the "Fáfnir's Hoard" or "Time Heals All Wounds" Favor.

38 FÁFNIR'S STOREROOM



This Raven is best taken care of during the Favor "Fáfnir's Hoard." Make your way through the forest and enter the circular area just beyond the waterfall. The bird flies above the pedestal.

39 NORTHRİ STRONGHOLD



Just inside Northri Stronghold, dock at Sindri's Shop and turn toward the boat. A Raven is perched on a beam across the water.

40 NORTHRİ STRONGHOLD



Navigate back to the Reaver ship and look west from the bow. A Raven sits on the grill on the other side of the waterway.

41 KONUNSGARD STRONGHOLD



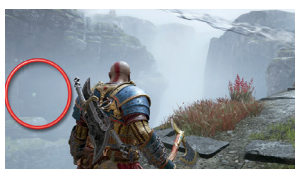
After talking to Sindri, follow the path and turn left at the first intersection. Hit the Scorn Pole with your axe and then take out the Hel-Walker in your way. A coffin sits at the dead end; beware, as another enemy emerges from inside. The Raven is perched on the cliff on the other side of the waterfall ahead.

42 KONUNSGARD STRONGHOLD



On your way to the northern entry stone, kill the Ogre and climb the cliff next to the stream. Turn southeast and hop across the busted bridge. At the corner, back away from the cliff and spot the Raven to the south. It may be easier to spot from the balanced rocks. Toss Leviathan above its head to kill it.

43 KONUNSGARD STRONGHOLD



Find the anchor that holds Reginn in place, and look across the canyon to spot a Raven perched under an open gate. Aim Leviathan above its head to get the collectible.

44 KONUNSGARD STRONGHOLD



While freeing the dragon Reginn, unlock the runic door in the corner and pass through the gate on the left. Follow the trail around to the bridge and use your axe to knock it down. A Raven is perched on the cliff to the right.

45 KONUNSGARD STRONGHOLD



Once inside the stronghold, turn right to find a Jötunn Shrine, and then head to the left and loot the coffin. The Raven is perched on a rock high above the coffin.

46 THAMUR'S CORPSE



After receiving the Chisel, use it to enter the Hidden Chamber of Odin at the northern dock. In the back room, where you fight the Valkyrie Gunnr, a Raven sits in the branches straight above the arena.

47 RIVER PASS



Once you have the Chisel, unlock the Hidden Chamber in the Witch's Cave and explore inside. In the back room, where you face the Valkyrie Kara, a Raven is perched inside an opening on the right wall. It's possible to get it before awakening the Valkyrie.

48 FOOTHILLS



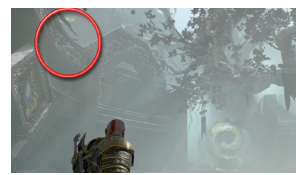
Use the Chisel to unlock the Hidden Chamber of Odin in the Foothills, and ride the elevator down to the lower floor. A Raven dances around on a beam above. Get a good view of the bird from the steps or balcony before taking on the Valkyrie Geirdriful.

49 THE MOUNTAIN



After entering the Heart of the Mountain, go right to find the magic door, and use the Chisel to unlock the Hidden Chamber. Descend to the lower level and approach the doorway to the back room, where you find the Valkyrie Eir. Look to the left to spot a Raven perched on the beam.

50 ALFHEIM



At the northwest hidden beach at the Lake of Light, access the Hidden Chamber of Odin. Step into the arena in the back of the Hidden Chamber and look left to spot a Raven perched on the top of the wall.

51 WILDWOODS



Head back to your home in Wildwoods, and cut through the backyard and garden. New enemies spawn as you fight your way to the magic door. Descend to the lower floor and run to the arena in the back to find a Realm Tear. A Raven flies above the tree branches above.

THE BASICS

EQUIPMENT AND SKILLS

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LAKE OF NINE EXPLORATION

JÖTNAR SHRINES AND TROPHIES

FAN ART

GOD OF WAR TEAM

THE ART OF GOD OF WAR

LAKE OF NINE EXPLORATION

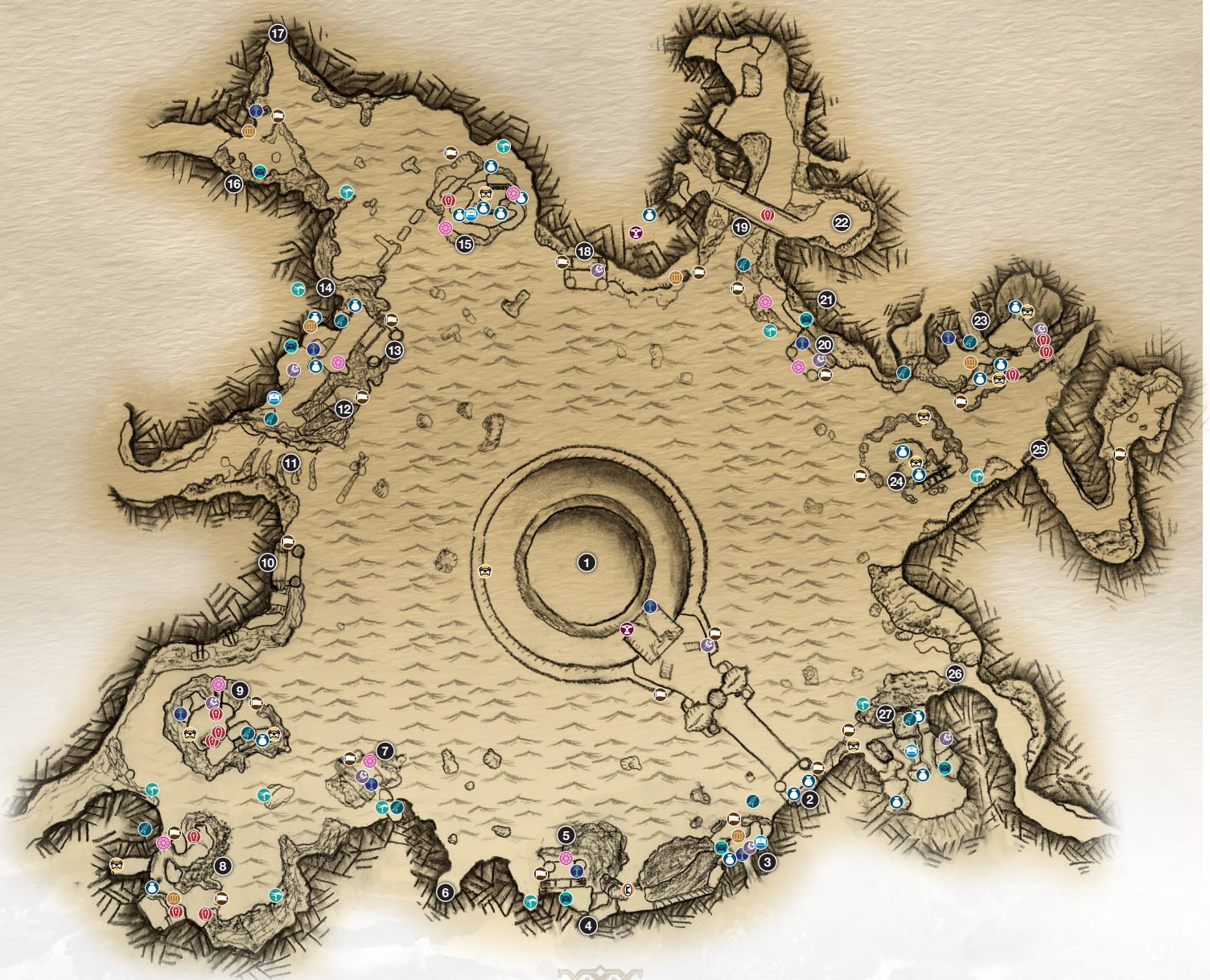
LAKE OF NINE

1. TÝR'S TEMPLE
2. VANAHEIM TOWER
3. LOOKOUT TOWER
4. WITCH'S CAVERN
5. MUSPELHEIM TOWER
6. LANDSUTHER CANYON
7. NIFLHEIM TOWER
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10. ASGARD TOWER
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17. NORTHRİ GORGE
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21. WORLD DRAGON, FÁFNIR
22. COUNCIL OF VALKYRIES
23. STONE FALLS
24. BURI'S STOREROOM
25. VEITHURGARD PASS
26. VÖLUNDER CHASM
27. CLIFFS OF THE RAVEN

- ARTIFACT
- CHEST
- CIPHER CHEST
- COFFIN
- DEW OF YGGDRASIL
- DOCK
- LEGENDARY CHEST
- LORE
- MYSTIC GATEWAY
- NORNIR CHEST
- RAVEN
- REALM TEAR
- SHOP
- TREASURE MAP



This chapter covers the islands, beaches, and towers of Lake of Nine, including the enemies and treasure found at each location, along with how to navigate them. We run through each site accessible from the shores of Lake of Nine and describe the differences between high-water and low-water levels.

Nine Ship Figureheads are hidden around the lake and required for completing the Artifact quest “Abandon Ship.” We mention the Artifacts in this chapter; but for location details, refer to the **Artifacts** chapter:



Don't forget to light the braziers atop the eight realm towers. Refer to the **Labors** chapter for more information.

Note that the enemies we list for each location do not include monsters spawned due to a quest, such as those from the “Dead Freight” and “Unfinished Business” Favors. Only enemies outside of the Journey, Favors, and Labors are included.

At the end of this chapter, we also cover Veithurgard Pass, the landmass that connects Lake of Nine to Veithurgard.

RESOURCES FLOATING IN THE LAKE

There are four types of resources available as you boat around the lake. The Yggdrasil's Dew permanently increases your Strength, Runic, Defense, Vitality, Cooldown, or Luck—based on the name of the resource.



WHAT TO LOOK FOR	RESOURCE	WHAT IT'S USED FOR
Corpse floating on raft	Aegir's Gold	Upgrade armor, buy Runic Attacks
Bubbling water	Aegir's Gold	Upgrade armor, buy Runic Attacks
Barrel	Hacksilver	Main currency
White bulb hanging from tree	Yggdrasil's Dew	Increases a stat by 2

HIGH-LEVEL ENEMIES

Take caution when exploring the lake with mid-to-high level enemies occupying some of the beaches and islands. Tough Draugr hang out at Buri's Storeroom after the second water drop, but visit later in the game and high-level Draugr join a Traveler for a bigger challenge. At Cliffs of the Raven, Level 8 Tatzelwurms and Dark Elves spawn at the back beach. After defeating the Stone Trolls in Týr's Vault, another Stone Troll named Death Eater comes to life at the beach between Helheim Tower and Mason's Channel. The minor and major grunts may respawn after 30 minutes or so.

We begin our coverage with Týr's Temple, located in the middle of the lake. From there we go south to Vanaheim Tower and continue in a clockwise manner around the lake, touching on every realm tower, beach, and island accessible from the lake.

EVERY HACKSILVER COUNTS



Hacksilver is not only found inside chests and sacks; keep an eye out for buckets hanging from above. Throw your axe at the disc

that holds the container up, then loot the Hacksilver that crashes to the ground. After you get Light Arrows, look for crystals that grow out of the rock. Shooting one with an arrow earns a few Hacksilver.

Týr's Temple

FIRST AVAILABLE	First water drop
ENEMIES	None
NOTABLE	Brok's Shop, realm travel, Týr's Vault
ARTIFACT	Yes
LOOT	Blade of Chaos Pommel—Weightless War Handles

Týr's Temple should be your first stop after interacting with the World Serpent. Brok has set up a shop inside and introduces you to Mystic Gateways. At first, you can only travel from any discovered gateway back to Brok's shop. Later in the Journey, you gain the ability to travel between any two gateways.

As you progress through the Journey, you discover more secrets of the temple. Once you obtain Light Arrows, you can access the travel room, where travel between the realms is possible with the Bifröst. The following realms become available as you progress through the game.

REALM	WHEN ACCESSIBLE
Alfheim	Early Journey destination
Helheim	Middle Journey destination
Jötunheim	Late Journey destination
Muspelheim	Collect four Muspelheim Language Ciphers (“The Realm of Fire” Favor)
Niflheim	Collect four Niflheim Language Ciphers (“The Realm of Fog” Favor)

Explore Týr's Vault as part of the Journey, and later on you manipulate the temple in order to reach the final realm.

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An Artifact sits at the base of the upper steps on the right side as you look at the temple. Once you get the Blades of Chaos, run around to the backside of the lower



level to find a Legendary Chest (Blades of Chaos Pommel—Weightless War Handles) covered in Hel's Bramble.

Vanaheim Tower

FIRST AVAILABLE	First water drop
ENEMIES	None
NOTABLE	Foothills access, tower braziers
ARTIFACT	No
ELEVATORS	Accessible on both sides

High Water: Throughout much of the game, the temple's bridge leads directly to Vanaheim Tower. Passing through the tower gate leads to the Foothills, a required trip at multiple points during your Journey. Two common chests sit next to the gate, so be sure to loot the Hacksilver.

At first the tower is only accessible from the bridge, though the elevators are functional. Both start out in the up position, and the recall levers are deactivated. Once they've been ridden down, they can be recalled from any point.



The right dock connects to Lookout Tower, so it cannot be reached directly by boat. Take the right elevator down and climb the chain. Toss the axe at the red jar to clear the path, allowing direct access between Vanaheim and Lookout Towers.

Low Water: The tower is almost identical after the second water drop, except the right dock is accessible by boat.

Lookout Tower

FIRST AVAILABLE	First water drop
ENEMIES	Nightmares, Revenant
NOTABLE	Nornir Chest, Treasure Map (Hunter's Kingdom), Niflheim Language Cipher ("The Realm of Fog"—second drop), Mystic Gateway, Jötunn Shrine (Thrym—second drop), treasure (Kneel Before Thor!), Muspelheim Language Cipher ("The Realm of Fire"—second drop)
ARTIFACT	Yes
LOOT	Idunn Apple

High Water: At first, you can only access one area of Lookout Tower, from the right elevator of Vanaheim Tower or by paddling up to the dock. Kill the pair of Nightmares that fly around the shore, and collect the Treasure Map before focusing on the Nornir Chest.

NORNIR CHEST

Spot the rotating board on the side of the cliff, above the Nornir Chest. Hitting it with your axe disengages the spikes that surround the rune bells, as well as an

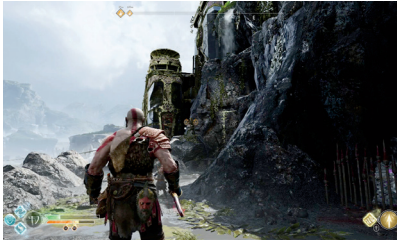


Artifact that sits next to the corpse. Hit it a second time to maximize the time before the spikes re-engage.

Look left and throw the axe at the first bell on the ledge, recall the axe, and quickly rotate to the right to find the second bell. After the second is hit, continue spinning to the right and aim above the third bell in the distance. Hit it to unlock the chest.

Low Water: Park your boat at the beach and spot the rotating paddles on the ledge to the left. These disengage/engage spikes found throughout the climb up Lookout Tower. Watch out for a few Nightmares as you explore the area. Note that there's a Mystic Gateway inside a small cubbyhole straight ahead of your boat.

Hit the paddle with your axe twice and head west to find a Legendary Chest (Niflheim Language Cipher). Return to your boat, throw your axe at the paddle, and scale the wall ahead.



Turn around and hit the paddle again with your axe. Now you can hop across the gap and continue your climb up Lookout Tower. Punch through the boards ahead for a common chest and kick the chain down on the left. This returns you to the beach that was accessible before the second water drop. Refer to the high-water entry for more information.

ACCESSING MUSPELHEIM TOWER

Continue your climb up the right cliff all the way to the top, and slide down the zip line to find a new beach to the west. Kill the Revenant and Nightmares before accessing the Jötunn Shrine and digging up the treasure to the right.

Climb the ladder to the west to end up directly behind Muspelheim Tower. Loot the Legendary Chest (Muspelheim Language) before passing through the tower gate.



Muspelheim Tower

FIRST AVAILABLE	Second water drop (from Lookout Tower)
ENEMIES	Hel-Traveler
NOTABLE	Mystic Gateway, tower braziers
ARTIFACT	No
ELEVATORS	Right only, inaccessible until used at top

High Water: Only the right elevator ever functions at this tower; and it starts out at the top. The recall lever is disabled at the dock; therefore, you must find a way through the tower gate to access the tower. At this point, you cannot reach the top of Muspelheim Tower.

TO WITCH'S CAVERN

The waterway that connects the Witch's Cave to the Lake of Nine runs between Lookout Tower and Muspelheim Tower.

Low Water: Access the tower through the gate by climbing the nearby cliffs. Refer to the previous "Lookout Tower" entry. Find a Mystic Gateway to the right and a Hel-Traveler between the braziers.



Niflheim Tower

FIRST AVAILABLE	First water drop
ENEMIES	None
NOTABLE	Realm Tear, Mystic Gateway, tower braziers
ARTIFACT	Yes
ELEVATORS	Always accessible on right



High Water: Ride the right elevator up to find a Realm Tear, Artifact, and Mystic Gateway. The left elevator is never available.

Low Water: The tower is identical at both water levels. A new waterway is accessible just east of the tower; called Landsuther Canyon. It leads to Landsuther Mines, which is your destination for Brok's second Favor; "Deus Ex Malachite."

Isle of Death

FIRST AVAILABLE	First water drop
ENEMIES	Revenants
NOTABLE	Brazier ("Unfinished Business"), treasure, Legendary Chest, treasure (The Boat Captain's Key)
ARTIFACT	Yes
LOOT	Blades of Chaos Pommel—Explosive Grips of Fire, Axe Pommel—Ymir's Breath

High Water: Dock your boat on the northwest side of the island and scale the wall to the top level, where there are a few items to take care of. To the left, use your axe to detonate the explosive and expose an Artifact.

Cut through the hollowed-out ship wreckage until you reach a zip line, and hit another red jar on the left to clear out the surrounding rock.



Now you can climb the outside to find a coffin atop the ship. The buried treasure from the Boat Captain's Key Treasure Map is found under the wreckage.

On the west side, a brazier can be lit as part of the "Unfinished Business" Favor; and a Legendary Chest is covered in Hel's Bramble, though the Blades of Chaos are required to get inside. Remember the two zip lines for later; since they lead nowhere at the moment.

Low Water: The second drop in water reveals much more of the island; ride a boat onto the north beach. Eliminate the two Revenants and then fling your axe south at the lit red jar to clear the path. There's a coffin just east from your boat that's currently inaccessible. Look for the red jar behind the container and slip your axe through the small opening to detonate the explosive. If you have trouble getting it, you'll have an easier shot later on from the nearby plateau.

Move into the southern area and look up and to the right to spot a hanging lantern. Use your axe to drop it onto the Scorn Pole, allowing you to loot the resources from the coffin. Climb the wall to the northeast.

Climb the ship wreckage for a common chest before leaping to the west. Look for another lit red jar to the right, and hit it with your axe to destroy the Scorn Pole. Loot the resources from the coffin and scale the nearby cliff to end up at the high-water dock.



A new Mystic Gateway is available by dropping off the southwest side of the dock. Take note of the platforms that hang from the cranes to the north; they're used to access Asgard Tower. Refer to the following "Asgard Tower" section for more details.

PREVIOUSLY AVAILABLE

Scale the nearby wall to reach the upper level. Much of what you see on this plateau was accessible before the second water drop; refer to the high-water entry for more information. Use your Blades of Chaos on the Hel's Bramble next to the brazier to access the Legendary Chest (Blades of Chaos Pommel—Explosive Grips of Fire).

Move under the ship wreckage and slide down the zip line to access the east portion of the island. Loot the common chest and Legendary Chest (Axe Pommel—Ymir's Breath) before hitting the explosive to the west and returning to the top level of the island that you just left. Use the zip line on the south side to reach a new section of Iron Cove.

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Iron Cove

FIRST AVAILABLE	First water drop
ENEMIES	Poison Wolves, Wulver, Fire Ancient
NOTABLE	Brazier ("Unfinished Business"), Realm Tear (second drop), Treasure Map (Creation Island—second drop), runic door
ARTIFACT	No
LOOT	Axe Runic Attack—Mists of Helheim, Resource—Pristine Ore of the Realm

High Water: There's only one area of the beach accessible at this point. Disembark at the east dock to find another brazier for the "Unfinished Business" Favor.



Low Water: Ride the zip line off the south side of Isle of Death to reach the northern portion of Iron Cove. Detonate the explosive ahead to clear out the Scorn Pole and scale the cliff.



Knock down the lit lantern that hangs from the mast ahead to clear a path to the ship wreckage. A lone Wulver attacks, so deal with it before climbing onto the front of the

ship to the left. Turn around and throw your axe at another red jar next to the rear of the ship. Climb onto the ship's stern and look over the right side to find a pair of explosive jars. Hit them to reveal a coffin.

Jump across to the bow and look right, where three runes are lit up above a runic door; take note of the three letters. Now turn around and spot a couple more explosives below. Detonate them to free up one of three rune towers around the area. By hitting the attached paddles, you can rotate through a series of runes. The three towers need to match the three runes above the door.

RUNIC DOOR



Return to the stern and look northwest to spot another rune tower. Throw your axe at the right paddle one time to change the rune to a thorn (the right rune in our image).

Drop to the ground and loot the coffin you freed. Turn southeast and fling the axe at the paddle to change the rune to a sowilo (the left rune in our image).

Head west and scale the wall to reach the runic door and a whole lot of poison being spewed out of a few Scorn Poles. First, turn around and spot the third rune tower to the east. Hit the paddles to change the rune to a birch (the middle rune in our image).

Face the runic door, use your axe to drop an explosive onto the left pole, and detonate a red jar that sits next to the right pole. A third Scorn Pole is farther to the left, so hit the nearby jar to rid the area of the nuisance. Watch out for the Poison Wolves that emerge from the destruction.

Open the door to find a pile of rock and explosive red jars. Step back and toss the axe at one to clear the room. Now loot the Legendary Chest (Axe Runic Attack—Mists of Helheim and Resource—Pristine Ore of the Realm).

Head northeast to reach the original beach of Iron Cove that was accessible before the second water drop. A brazier ("Unfinished Business") is the only notable item, though a new coffin has been revealed next to the high-water dock. Climb off the end of the dock, shimmy to the right, and drop down. Loot the resources before moving on.

NEW SOUTHERN BEACH

Turn left instead of climbing to the runic door to find a chest on the right ledge. Detonate the red jar to clear the path down to a new beach, which is also accessible by boat. A Treasure Map sits on the right as you approach the main shore.

Two coffins are buried under rock next to explosive red jars, which can be detonated with your axe. Be careful, though, as a sleeping Fire Ancient will take notice.

Fire Ancient

The Fire Ancient possesses the same attacks as other Ancients, so be ready to avoid its fire projectiles when you see its chest cavity open. He may launch an attack from a standing position or down on all fours. The latter attack spews out projectiles in all directions, so keep a safe distance.

Quickly throw your axe at the exposed heart to cause a core chunk to pop out. Wait for an opening and rush in to collect the explosive. Hurl it at the Ancient to stagger it, giving you more opportunity to attack its heart.

Once it's stunned, get in a couple big hits before performing the stun grab. Eventually it falls in defeat; collect the loot from the Ancient and the two coffins before moving on.



NEW WESTERN BEACH

A separate western beach is now available, where a Realm Tear is found just past a pair of Poison Wolves.

Asgard Tower

FIRST AVAILABLE	Second water drop
ENEMIES	Traveler
NOTABLE	Tower braziers
ARTIFACT	No
ELEVATORS	Right available once used from top, left accessible from Isle of Death

High Water: Asgard Tower is totally unavailable until the water drops a second time.

Low Water: Only the right elevator is accessible from the water; but it begins in the up position with the recall switch disabled. You must access the tower from Isle of Death. Make your way up to the dock on the northwest side of the island and turn toward the movable platforms that hang from the cranes.

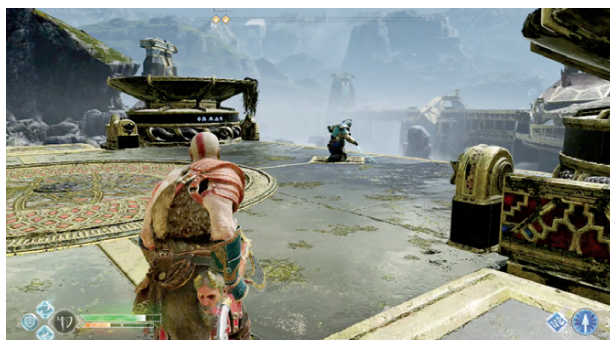
NAVIGATE THE PLATFORMS



Each platform has a wheel on top that rotates as you hit the attached paddles. Hit the left paddle and the platform lowers, while the right raises it. You want to get the next

platform lower than Kratos so that you can slide down the rope to that platform. A lever on each platform raises it back to its top position.

1. Lower the first platform and slide down to it. Interact with the lever to return to the up position.
2. Face northwest toward the second platform and slide down the rope to reach it. Use the lever to raise the platform, and then look northeast to the third.
3. Hit the left paddle to lower the platform below your position, then slide down to it. Use the lever to raise it back up before sliding to the cliff ahead.



Follow the trail around to the tower's left elevator and ride it up. A lone Level 7 Traveler kneels as he prepares his sword; get his attention with your axe to begin a fight. Once you're done with the tower, ride the right elevator down to the dock, making this location accessible by boat.

Forgotten Caverns

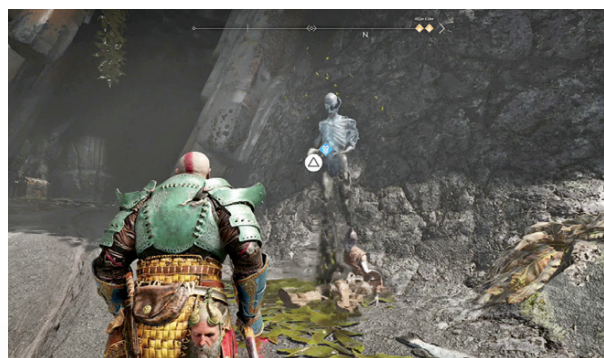
FIRST AVAILABLE	First water drop
ENEMIES	Heavy Draugr, Rabid Wolves, Wulvers
NOTABLE	Brazier ("Unfinished Business"), Nornir Chest, Muspelheim Language Cipher ("The Realm of Fire"), quest giver ("Dead Freight"—second drop), Mystic Gateway (second drop), Treasure Map (Finder's Fee—second drop)
ARTIFACT	Yes
LOOT	Idunn Apple

High Water: Disembark at the beach to find a brazier to the right and a Nornir Chest to the left. At the south end, a pillar holds three arms, each with a rune bell hanging from it. You must hit all three bells within a short time limit to unlock the chest. Throw your axe at one of the bells, and the pillar starts to spin, making the other two more difficult. Depending on how the second bell is hit, it either spins faster or slows down. The bells can be hit from any direction; you don't have to hit the rune portion. It's possible to hit one bell with the original throw and strike a second when the axe is recalled. Once you deactivate all three runes, collect the Idunn Apple from the chest.



Climb the chain on the north end of the beach to reach an upper level. A Legendary Chest holds one of the Muspelheim Language Cipher pieces, as long as you haven't found four. Otherwise, you receive a Legendary Enchantment.

Low Water: A new beach has been revealed since the second water drop. Follow the trail toward the cave to meet a wayward spirit, who lost his ship crews in a thunderstorm. Talking to him begins a Favor ("Dead Freight") that requires you to kill three crews of Hel-Walkers.



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Continuing into the cavern takes you past a chest and Mystic Gateway before arriving at a trio of hungry Wolves. After killing the foes, go west to find a Treasure Map and another chest.



PREVIOUSLY AVAILABLE

Climb the northeast wall and follow the path all the way up to a dead end. Scale the south wall to the top of the caverns to find the area that was already accessible. If you haven't been here yet, a Cipher Chest and Artifact sit nearby, while a brazier and Normir Chest are accessible to the south. Be careful, as two Wulvers attack once you descend the chain. Find a zip line near the Normir Chest for a quick trip back to your boat.

Return to Forgotten Caverns later in the game to find a valuable Dragon Tear. Climb the chain near the brazier and go left to the dead end. Dig up the mound of dirt to score the Legendary Resource

FÁFNIR'S RAVINE

Fáfnir's Ravine, located just south of the caverns, leads back to Fáfnir's Storeroom—a required destination for Sindri's first Favor; "Fáfnir's Hoard"

Svartalfheim Tower

FIRST AVAILABLE	Second water drop
ENEMIES	Traveler Champion
NOTABLE	Realm Tear, Mystic Gateway, tower braziers
ARTIFACT	No
ELEVATORS	Right elevator only, but disabled at upper position

High Water: Only the right dock is available at Svartalfheim Tower, but the recall switch is disabled with the elevator in the up position. You must access the tower from behind the gate, which isn't possible until the water drops a second time.

Low Water: Paddle through the opening behind Svartalfheim Tower and dock at the small beach on the left. Scale the cliff to reach the backside of the tower. A common chest is located to the left, and a Realm Tear sits at the edge of the cliff to the right.

Pass through the tower gate to find a Traveler Champion and a Mystic Gateway. Be sure to ride the right elevator down before moving on, so that it's available later on.



KING'S HOLLOW

The waterway behind the tower turns into King's Hollow and leads to Konungsgard Stronghold. Pick up the Huldra Brothers' final Favor; "Hail to the King," before heading that way. One of the World Dragons (Favor: "The Fire of Reginn") is also found at that location.

Light Elf Outpost

FIRST AVAILABLE	Second water drop
ENEMIES	Ogre, Shadows, Hel-Reaver Guards
NOTABLE	Two Realm Tears, Nornir Chest, Chisel door, treasure (Island of Light)
ARTIFACT	No
LOOT	Runic Summon—Bitter Squirrel, Resource—Pristine Scales of the Realm

High Water: Even though the upper half of the island is visible above the water, you're unable to get into the area, making Light Elf Outpost completely inaccessible until the second water drop.

Low Water: The beach is on the north side of the island. Move into the central area to find a high-level Ogre and a few Shadows. Kill the enemies and then access the Chisel door (Chisel required) to find a coffin. Return to this area after receiving the Blades of Chaos to find Hel-Walkers have moved in.



ONE RUNE FOR THE NORNIR CHEST

Face southeast and bust the boards ahead with your axe so that Atreus can fire a Light Arrow at the crystal inside. Run up the bridge to find the Normir Chest. Look northeast to spot the first rune, and hit it with your axe. The other two are found later as you climb the outpost. Head right, over the gap, and turn left to reach the outer circle of the island.



Drop the chain on the left and climb down to find a Viken. Loot the chest at the end of the path ahead and then look left. Throw your axe at the boards and fire a Light Arrow at the crystal on the other side to form a bridge above.

PLACE FIRST CRYSTAL

Backtrack down the walkway until you can scale the right wall. At the next level, use the chain to open the grill. Drop back down the wall you just climbed and knock out the cracked boards to find a chest and crystal. Open the gate for a shortcut back to the central area, and pick up the crystal.

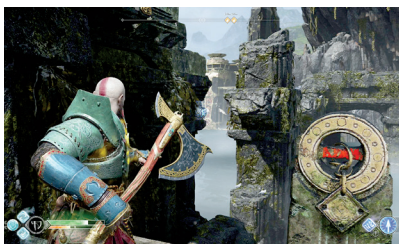
Carry the crystal up the light bridge, through the new opening, and across a second light bridge. Drop it in order to kill two more Shadows, then take it down the right path. Place it in the base and shoot it with a Light Arrow to form another light bridge above.



Just beyond the new bridge, watch out for a couple more Shadows. Once they're taken care of, bust through the boards on the left. Loot the chest and knock the chain down the far edge, just in case you need a shortcut later on.

SECOND RUNE FOR THE NORNIR CHEST

Continue along the outer trail until you reach a scalable wall on the left and a chain just ahead. Before you follow either one, look straight ahead to find a Nornir Chest rune sitting on the side of the ruins. Hit it with your axe.

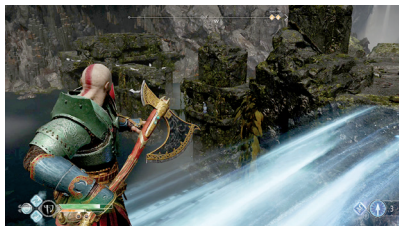


Drop down first to find a treasure and open the nearby gate, providing another shortcut to earlier portions of the island. Climb up the chain and then scale the right

wall. Two Reaver (Shield) immediately attack, so quickly take them down. Two Shadows attack from distant ledges. Use your axe to kill them from a distance, or avoid their projectiles until you can get a closer shot.

PLACE SECOND CRYSTAL AND THIRD RUNE

Step up to the southeast gap, look down, and hit the crystal with a Light Arrow. Follow the trail ahead and open a gate on the left before returning west over the light bridge. As you cross the light bridge, look down to the left to spot the final Nornir Chest rune sitting on a separate portion of the ruins. Head north to find another crystal, which forms a second light bridge when hit with a Light Arrow. Cross this bridge and grab the crystal on the right. Carry it across both bridges and through the raised gate.



Place the crystal in the base against the far wall and hit it with a Light Arrow, along with two crystals that sit on the top of the ruins above, to spawn a Realm Tear. A Legendary Chest (Runic Summon—Bitter Squirrel, Resource—Pristine Scales of the Realm) and common chest are also available on the top level of the outpost.

Destroy the boards to the east, loot another chest, and drop off to the lower level. Follow the footpath to the left to find a chest and a chain. Climb down the chain and continue down to the Nornir Chest to get your well-earned Iðunn Apple.

Ruins of the Ancient

FIRST AVAILABLE	Second water drop
ENEMIES	Soul Devourer
NOTABLE	Mystic Gateway, Treasure Map (The Historian), Niflheim Language Cipher ("The Realm of Fog")
ARTIFACT	No
LOOT	Legendary Enchantment (if Niflheim Language Cipher already complete)

High Water: The ruins are fully covered by water until the second water drop.

Low Water: In the northwestern reaches of the lake, dock at a small beach on the north side of Ruins of the Ancient. A Mystic Gateway sits next to the boat, a Treasure Map is located on the right side of the beach, and a Cipher Chest sits across from the entrance.

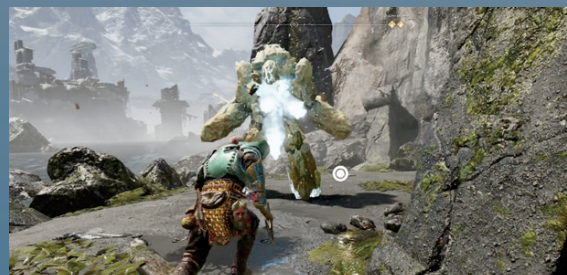


A Soul Devourer patrols the area, though the fight is completely optional. You must attack before it retaliates. You also fight the Soul Devourer during Brok and Sindri's final Favor, "Hail to the King."

Soul Devourer

The Soul Devourer is similar to the Ancients, with its impenetrable rock exterior and four attacks. Wait for it to expose its heart before you throw your axe into the chest cavity. This causes a core chunk to fly out onto the beach. Wait for a respite in its attacks, and swoop in to grab the explosive. Heave it at the miniboss to stagger it, then go after its exposed heart.

Use the stone pillar in the middle of the beach for protection. Remain on the opposite side from the Soul Devourer, and peek out when its chest is exposed for a quick toss of the axe. Only run out into the open to grab the chunk and hit its exposed heart.



Once it's stunned, hit its vulnerable spot a couple times before performing the stun grab. Continue to attack the heart whenever possible, until finally it collapses in defeat.

NORTHRI GORGE

Continue boating past the Ruins of the Ancient into the far northwest corner, and you reach Northri Gorge, which leads to Northri Stronghold. This location is your destination for Sindri's second Favor, "Family Business."

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Helheim Tower (with Connected Beach)

FIRST AVAILABLE	First water drop, second water drop for connected beach
ENEMIES	Nightmare, Death Eater
NOTABLE	Tower braziers, treasure (Njörd's Oarsmen—second drop), Treasure Map (Island of Light—second drop), Sindri's Shop
ARTIFACT	Yes
ELEVATORS	Right always accessible, left cannot be used until second water drop

High Water: At this point, you can ride the right elevator up to obtain an Artifact. The left elevator cannot be reached by boat, and there's no recall lever at the top. A beach connected to the tower isn't exposed until the second water drop.

Low Water: After the second water drop, a beach is uncovered to the east, which connects to the right elevator. You can also pull a boat onto the beach in front of the western oarsman.



A Mystic Gateway is available on the north side of the beach, and a Treasure Map sits just left from the beach. A Troll statue called Death Eater stands guard near the gateway. Watch out for Nightmares that fly around the area. Death Eater comes to life after you have collected the Black Rune and defeated the Trolls in Týr's Vault.

Death Eater

Once the Death Eater comes to life, it patrols the beach and attacks Kratos on sight. It's similar to other Trolls, with its massive size and pillar.

When you're in close proximity to the Troll, it may attempt to stomp on you with its foot or smash the ground with its right hand. Evade these attacks and get in a couple hits before it recovers.

Watch for it to grab sand with its right hand. Sprint away from this move as it flings the sand your way. A successful hit blinds you for a few seconds, so clear out of the area until your sight comes back.

After the Death Eater lifts the pillar above its head, it smashes the weapon into the ground—causing a number of small rock formations to jut out of the ground. Touch one of these rocks, and it detonates, causing damage and possibly the blinded status effect.

The Death Eater may smash the ground up to four times, so it's best to vacate the area if you see this move coming. The rocks may appear anywhere, so remain alert and tread carefully. Use light axe throws to take the rocks out from afar.



The Death Eater is also able to charge at you and thrust the pillar into the ground. If he runs straight at you, evade to the side to avoid taking damage, and immediately retaliate with a combo.

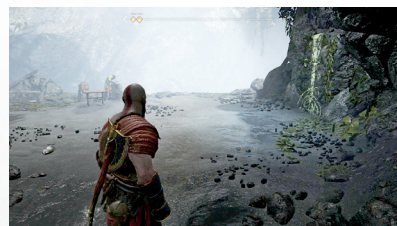
If it extends the pillar out to its side, dodge-roll away from the Troll. It swings its weapon around 540 degrees, causing damage and knocking you back.

It can be staggered with Atreus' Shock Arrows, so keep them flying. Continue to attack between its moves, and eventually the Troll falls in defeat. Collect the Light Blades Runic Attack and resources dropped by the Troll before moving on.



Scale the wall on the northeast side of the beach and shimmy along the narrow ledge, where Sindri has set up a new shop location. Just north of him, climb another cliff. From there, run right through a tunnel and dig up a treasure that's been buried next to a Njörd's Oarsman.

Near the previous climb, you can scale another wall to reach the highest point. A common chest sits next to the entrance to the Council of Valkyries. Head west to find a zip line that quickly returns you to Sindri.



COUNCIL OF VALKYRIES

NOTABLE	Sigrun (Valkyrie Queen), treasure (The Last Place They'd Look), Mystic Gateway
---------	--------------------------------------------------------------------------------

Hop across the gap in the walkway and immediately turn around. Detonate the red jar below to free a coffin, make your way down to its location, and loot the resources. As part of the Valkyries Favors, you must place the Valkyries' helmets on the eight thrones that sit around the perimeter of the arena, and fight the Valkyrie Queen. A Mystic Gateway allows quick access back to this arena, and a treasure has been buried between the second and third seats on the left.



The Mason's Channel (Njörd's Oarsmen)

FIRST AVAILABLE	First water drop
ENEMIES	None
NOTABLE	Foothills access, tower braziers
ARTIFACT	No
ELEVATORS	Accessible on both sides

High Water: Even though the oarsmen are visible after the first water drop, you're unable to pass underneath their oars until the water drops for a second time. The beaches on each side of the statues are fully covered until that point.

Low Water: The second water drop gives you access to Mason's Channel, which is your first Journey destination after Mimir talks to the World Serpent. Take a boat north up the channel to find a beach. On the left side, use a wheel to open the nearby water gate and gain access to Thamur's Corpse.



Enemies are typically found on this island, as well as a wayward spirit (Favor: "Anatomy of Hope") who needs help finding the bones of his beloved Gullveig.

Alfheim Tower (with Connected Beach)

FIRST AVAILABLE	First water drop, second water drop for connected beach
ENEMIES	None
NOTABLE	Realm Tear, entrance to Fáfnir ("The Flight of Fáfnir"), tower braziers
ARTIFACT	Yes
ELEVATORS	Accessible on both sides

High Water: Both elevators are accessible at all times. Ride one up to find an Artifact and Realm Tear. There's nothing else at this location until the water drops farther.



Low Water: After the second water drop, a beach is uncovered on the west side of the tower; though the dock is still available. The tower itself remains the same.

You can pull a boat onto the beach just in front of the eastern oarsman. Use your Blades on the Hel's Bramble to the right to score a nice cache of Hacksilver. Hit the Shatter Crystal with a Shock Arrow to clear the base of the cliff, then climb to the ledge above.

To the right, a Realm Tear sits in front of an obstruction, which can be eliminated by firing a Shock Arrow at a hidden explosive from the left ledge. The pathway above leads to a large doorway. Pass through the entrance to find one of the World Dragons (Favor: "The Flight of Fáfnir").



Stone Falls

FIRST AVAILABLE	First water drop
ENEMIES	Revenant, Tatzelwurm, Draugr
NOTABLE	Quest giver ("Hammer Fall"), Mystic Gateway, Treasure Map (The Boat Captain's Key)
ARTIFACT	Yes
LOOT	Rare Talisman—Golden Talisman of Protection, Rare Enchantment—Frost Sigil of Runic, Rare Axe Pommel—Deadly Grip of Fury, Rare Resource—Pristine Dust of the Realm

High Water: Boat to the northeast corner of the lake and slide onto the beach, located directly west of the massive gate. Bust through the boards on the left to find a Mystic Gateway. A Treasure Map rests on the right side of the beach.

Run through the open gate ahead and kill the Revenant and Tatzelwurm as they spawn into the area. Face south and fling the axe at the disc that holds up a bridge. Exit the same way you came in and interact with the chain to close the gate. This opens a grill to the north.

Hop across the bridge to find a wayward spirit ("Hammer Fall") in need of your help. Turn the wheel next to him to open the big gateway ahead, which leads to Veithurgard Pass.



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Open another gate to the north to reach the same area as before, but now you can loot a common chest and Legendary Chest (**Rare Talisman**). Climb the short ledge to the northeast to find an Artifact.

Low Water: At the low-water level, find a beach closer to the Veithurgard gate. Bust through the boards on the left before climbing the ledge and hopping a gap in the path. Kill the Draugr that appears from the small room and loot another chest.



Approach the gap to the southeast and spot the Shatter Crystal below. Hit it with a Shock Arrow to get the waterwheel moving, and hop to the other side. Watch as a few Shatter Crystals, attached to another wheel, move past the sap-covered coffin ahead. Hit one with another arrow as it passes the container to gain access to the resources inside.

Climb a chain to the left to reach the highest level of Stone Falls, which was accessible before the water dropped a second time (and covered in the high-water entry). The Shatter Crystals continue to rotate with the wheel; hit one with a Shock Arrow as it moves past the covered wheel in the corner:



Interact with the wheel until a coffin is raised to its highest point. Head northwest through the open gate (this may not be open, if you haven't been here yet; refer to the high-water

section for more information) and climb the ledge on the right. Approach the inaccessible coffin until you spot a Shatter Crystal on the side of the first coffin. Hitting it with a Shock Arrow unlocks both containers.

Loot the Rare Enchantment from the coffin and return to the wheel. Use it to lower the coffin to your level, and swipe the resources from inside. Hop across the bridge and run to the southwestern beach.

Drop off the east side, step left, and fire a Shock Arrow at the Shatter Crystal on the waterwheel to get it moving. Turn around and climb down the chain on the left side of the trail to return to where you started.

Before you leave, find a Legendary Chest to the left. Wait for a Shatter Crystal to approach the chest, hit it with a Shock Arrow, and pilfer it!



Buri's Storeroom

FIRST AVAILABLE	Second water drop
ENEMIES	Variety of Draugr and a Traveler or Traveler Champion (later in game)
NOTABLE	Treasure (Creation Island)
ARTIFACT	No
LOOT	Blades of Chaos Runic Attack—Rage of Titans, Leviathan Axe Runic Attack—Glaive Storm

High Water: Buri's Storeroom is a small island just south of Stone Falls, but the beach is fully covered until the second water drop.

Low Water: Right away, you spot a runic door with three bells nearby, though one sits behind a gate. Run under the open gate and kill the Draugr that show up. Be careful



here as a high-level Traveler or Traveler Champion shows up later in the game. Lure the Draugr toward the boat and take them out before disturbing the Traveler. Move to the far end of the trail, look up to the right, and shoot a Shock Arrow at the Shatter Crystal. This unlocks a wheel at the top of the steps.

Before heading up there, search the right side of the path to find a Legendary Chest and treasure. Use your Blades of Chaos to bust through the Bramble and loot the



Blades of Chaos Runic Attack

Pass back through the open gate, run left up the steps, and interact with the wheel until the gap in the waterwheel lines up with the water. This allows you to paddle your boat through the opening and onto the eastern beach.



Run west and use the chain on the left to close the gate and reveal the rune. Take the boat back to the western beach and quickly hit all three rune bells with your axe to unlock the storeroom door. Move inside, descend the steps, and loot the Legendary Chest (Leviathan Axe Runic Attack). Paths to the left and right both lead to common chests.

Jötunheim Tower

FIRST AVAILABLE	Appears late in Journey
ENEMIES	None
NOTABLE	Tower braziers
ARTIFACT	No
ELEVATORS	Accessible on both sides (Once tower is available)

Jötunheim Tower is required for completing the "Light of the World" Labor, though it cannot be accessed until late in the Journey.

Cliffs of the Raven

FIRST AVAILABLE	First water drop
ENEMIES	Dark Elf, Dark Elf Warrior, Dark Elf Lord
NOTABLE	Brazier ("Unfinished Business"), treasure (Dead and Bloated), Muspelheim Language Cipher ("The Realm of Fire"), Nornir Chest
ARTIFACT	Yes
LOOT	Horn of Blood Mead, Blades of Chaos Pommel—Grips of the Cursed Flame

High Water: Paddle a boat southeast from Vanaheim Tower through the nearest opening and continue back to the beach. A Troll corpse stretches across much of the beach; find a treasure behind its legs. A brazier sits on the right as part of the "Unfinished Business" Favor.

Look for a small boarded-up hole on the northeast cliff and bust it open with your axe. Give Atreus a boost into the opening and wait for him to



drop the chain. Climb up and loot the Cipher Chest (Muspelheim Language Cipher). Grab the Artifact just northeast of there before returning to your boat.

VÖLUNDER CHASM

Paddle back out to the lake, then head east to find Völunder Chasm. Follow this waterway back to Völunder Mines, your destination for Brok's first Favor, "Second Hand Soul."

Low Water: Find the low-water beach just west of Vanaheim Tower. Move up the left path to a gate, use the chain to open the gate, and throw your axe through the three pods. Drop the gate and return to the boat. Head right and hit the single pod with your axe before climbing the chain.



Follow the left trail and climb up two levels. Turn south and leap across the gap. Step toward the Nornir Chest and take note of the three runes displayed on the front. Turn left to spot a couple more pods, throw the axe through them, and hop over to the wall. Climb up to find one of the runes, but the Winds of Hel energy is required.

Jump over a gap to the southeast, climb the chain ahead, and loot the chest. Hop over another gap and kick the chain off the right side.

PREVIOUSLY AVAILABLE

Go left, loot the chest, and climb down another chain to reach the beach that was available before the second water drop. This time, Dark Elves are there to greet you, so kill them.

If you haven't been here yet, refer to the high-water section for more information about a treasure, brazier, Muspelheim Language Cipher, and Artifact.

NORNIR CHEST

Run north until you find the Winds of Hel energy to the left. This is where you raised the gate and destroyed the three pods at the start of this location. Three traps sit on the plateaus around the Nornir Chest, and they're connected to rotating runes. They must be set to the correct runes using the Blades of Chaos and Winds of Hel. These can be done in any order; the following is one way to complete this task:

1. Grab the Winds of Hel with your Blades of Chaos, move back up the path a few steps, and transfer the energy to a trap on the right wall.
2. Move through the new opening and climb the wall to the southwest. Run north past the Nornir Chest, jump to the climbable wall, and proceed to the top. Leap over the gap to your right, approach the left edge, and look back to spot the Winds of Hel.
3. Grab the energy, return to the previous area, and place it into the trap on the right. Let it rotate through two runes (a thorn—looks like a triangle on a vertical line) and then pull it back out.
4. Turn south and throw the energy into another trap. Climb down the nearby ledge and jump over to the Nornir Chest.
5. Grab the Winds of Hel, move up the hill to the right, and deposit it into the second rune trap. Let it rotate through two runes (rotated hagalah—looks like an N on its back) and pull the energy back out.



6. Throw the Winds of Hel back into the central trap and climb the chain to the south. Move to the left edge and collect the energy. Turn around and place it into the third rune trap. Let it rotate through two runes (ride—looks like the letter R) before grabbing the energy with your Blades and transferring it into the central trap.

Loot the Nornir Chest. Drop to the lower level and find the exit blocked by a tentacle. Throw the axe through the two pods and raise the gate.

Now, go back up the hill and collect the Winds of Hel one last time at this location. Sprint downhill, drop off the ledge, and transfer the energy into the trap on the door to reveal a Legendary Chest.

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VEITHURGARD PASS

- 1. LAVA ANCIENT
- 2. LORE MARKER

- 3. LORE MARKER
- 4. GRAB THE BOAT

- COFFIN
- DOCK

- LORE
- MYSTIC GATEWAY

- SHOP



Veithurgard Pass

As long as you've visited Stone Falls and manipulated the wheel in order to open the massive gate, you can boat into Veithurgard Pass on your way to Veithurgard.

If the water has only dropped once, the waterway leads all the way to a new Brok shop. Otherwise, a group of Draugr greets you at the beach. Fight cautiously, as the Lava Ancient (1) miniboss rests to the left. If you wish to fight the Ancient, wake it up after eliminating all of the Draugr:

FIRST AVAILABLE	After first water drop
ENEMIES	Lava Ancient, Draugr, Projectile Draugr, Rabid Wolves
NOTABLE	Brok, Lore Markers
ARTIFACT	No



Lava Ancient

Much like the other Ancients, the Lava Ancient has an indestructible exterior and possesses three explosive attacks. If it falls back onto all fours, it launches fireballs outward in all directions. After it falls forward onto all four limbs, it detonates a heat blast in its chest, damaging anyone nearby. After crossing its arms, the miniboss opens its chest and fires explosives in a wide area toward its target.

Use the boulders littered around the beach as cover from the Ancient's projectile attacks, peeking out enough to fling your axe into its exposed chest cavity. This causes a core chunk to fall to the ground. Swoop in when safe to do so, collect the explosive, and return it to the miniboss. After the explosive detonates on the enemy, its chest can open up in a staggered state—allowing you to go in for more hits to its heart. You can also stun it if a thrown chunk fills its Stun Meter.

Once it's stunned, sprint in and deliver a couple big hits before performing a stun grab. If you do enough damage by pounding on the Ancient's heart before it recovers from the stun, it falls to the ground.



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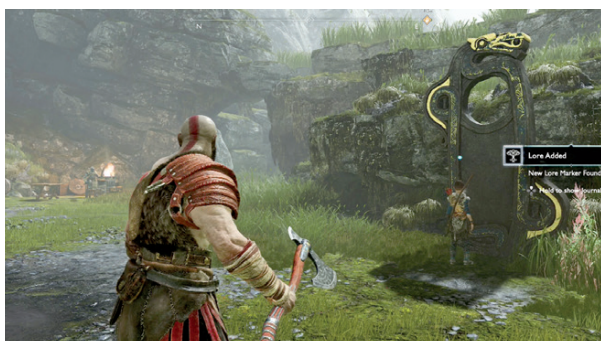
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Once you're ready to move on, collect the resources from the coffin to the north, then climb the cliff on the right. This leads up to Brok and a Lore Marker **(2)**, which Atreus translates into an introduction to the Dwarf King. Squeeze through the crevice to the northeast.

Kill the low-level Wolves and Draugr before using your axe to open the spiked gate and reveal a hidden coffin. Next, crouch-walk through the small opening to find more Wolves. After dealing with the beasts, instruct Atreus to translate the Lore Marker **(3)** and a Lore Read north of the marker.

On the south side of the area, a heavy pillar of stone blocks the path, so lift it out of the way for Atreus. A boat **(4)** hangs on a rack next to the water ahead, so toss the axe at the disc that holds it up and then hop in the vessel.

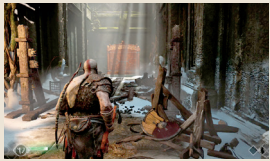
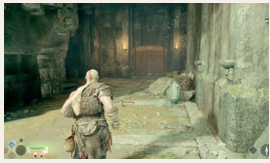




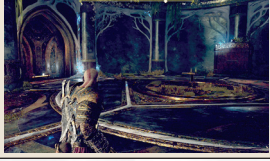

There are two places to visit in Veithurgard: turn left once there to find the Thor statue **(5)**, and turn right for the mainland **(6)**. Destroy the statue on the small island to complete the "Hammer Fall" Favor. The southern dock leads to much more: one of three World Dragons, a Realm Tear, a full set of Artifacts, a Nornir Chest, and more. Exploration of this area is covered with "The Imprisonment of Otr" Favor.



APPENDICES

JÖTNAR SHRINES

Find 11 Jötunar Shrines as you play through the Journey and optional content. Atreus makes sense of the scenes displayed on the board and summarizes them in the journal. Select Lore from the Codex Tab to read his entries. There are different banter and Journal entries if Mimir is with Kratos and Atreus. Earn 615 XP per shrine, and collect 1880 XP once all 11 have been discovered.

JÖTNAR SHRINE	AVAILABLE	LOCATION
	Sköll & Hati Journey: The Marked Trees	Wildwoods: Make a left after using the axe to hold up the gate. Follow the steps up to find the Jötunar Shrine.
	Hrungnir Journey: Escape the Ruins	River Pass: Found in the ruins before making your escape.
	Jörmungandr Journey: Path to the Mountain	Foothills: Pass through the Vanaheim Tower gate and bust through the boards on the left.
	Gróa Journey: The Light of Alfheim	Realm of Alfheim: Just outside the temple, next to Sindri's shop.
	Ymir Journey: Inside the Mountain	The Mountain: On your way to the Summit, Shock Arrows are obtained just before re-entering the Mountain. Eventually, you pass a room barricaded by tree roots and sap. Grab a Shatter Crystal from a dispenser in the next room and toss it onto the sap. Use a Shock Arrow to remove the obstruction. The Jötunar Shrine is inside the small room.
	Thamur Journey: After collecting the Chisel	Thamur's Corpse: Inside Hidden Chamber of Odin.
	Bergelmir Journey: Break the Chains	Týr's Temple: Solve the sand puzzle and use the lever to descend to the lower level. Turn around to find the Jötunar Shrine.
	Thrym Lake Exploration after second water drop	Lookout Tower: Climb Lookout Tower to the top and then ride the zip line west to an area behind Muspelheim Tower. Kill the enemies before interacting with the Jötunar Shrine.

JÖTNAR SHRINE	AVAILABLE	LOCATION
 <p>Skaði</p>	Favor: The Imprisonment of Otr	Veithurgard: Just inside the castle.
 <p>Starkaðr</p>	Favor: Hail to the King	Konungsgard Stronghold: Just inside the stronghold.
 <p>Surtr</p>	Labor: Mountain High	Realm of Muspelheim: Next to Brok's shop.

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TREASURE MAPS

Scattered throughout Midgard, 12 Treasure Maps offer hints at valuable treasure buried elsewhere in the realm. When a map is collected, Atreus translates the scroll and the hint is added to your journal under Treasure Maps, within the Goals Tab. The reward for finding the treasure is listed on this same page, plus a drawing of the location is shown in the background.

KNEEL BEFORE THOR!

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Unstable Ore, 3 Hardened Svartalheim Steel, Enchantment—Eye of Rage
Map Location	Landsuther Mines

The map sits next to the coffin inside the lift, which is inaccessible from the main floor. You must descend into the hole and ride the lift up to find it.



Scroll	"I've lived to serve the god of thunder and I bury my greatest treasure right where all inhabitants of Midgard should dwell: at the feet of the God of gods."
Treasure Location	Lookout Tower

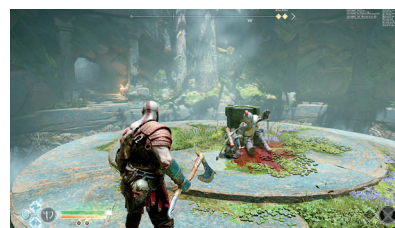
Climb to the top of Lookout Tower and slide down the rope to reach a hidden beach behind the Thor statue. The treasure is just right of the Jötnar Shrine, next to his foot.



DON'T BLINK

Treasure Available	After returning to "black breath" with Alfheim light
Treasure	Hacksilver, 1 Glacial Catalyst, Enchantment—Eye of Fury, 2 Solid Svartalheim Steel
Map Location	Fáfnir's Storeroom

This Treasure Map is best collected during Sindri's "Fáfnir's Hoard" Favor. At the stone pedestal, where you must insert the Key Orb, grab the map nearby.



Scroll	"My journey will be long and I can only carry the essentials. I leave my possessions under the watchful eyes of the face of stone until I return."
Treasure Location	Foothills

Make your way through the Foothills and climb the base of the Mountain until you reach the opening that forms the mouth (the entrance to Peak Pass). The mound of dirt is on the edge of the cliff.



FINDER'S FEE

Treasure Available	During "Family Business" Favor
Treasure	Hacksilver, 1 Unyielding Cinder, 9 World Serpent Scales
Map Location	Forgotten Caverns

Dock at this beach on the west side of Lake of Nine. Move past the Mystic Gateway and kill the wolves that feast on a corpse. The map sits next to a chest in a cubbyhole left of the gear that raises the gate to King's Hollow.



Scroll	"I've been working for these Reavers for a long time but the pay is always short. With the camp split between Hraezla and his old man, no one will notice me taxing a bit of the earning on the side. My secret perch is the perfect hiding spot."
Treasure Location	Northri Stronghold

After activating the waterwheel and opening the first set of gates, climb up to the high perch above the dock to find the treasure. Grab this treasure during the "Family Business" Favor:



NJÖRD'S OARSMEN

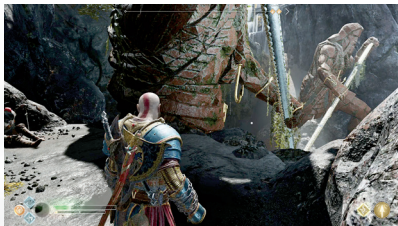
Treasure Available	After second water drop
Treasure	Hacksilver, 1 Glacial Catalyst, 9 World Serpent Scales, Enchantment—Stone of Frost Supremacy
Map Location	Northri Stronghold

After completing Sindri's first Favor, "Can't Take It with You," start his second quest, "Family Business." Play through the Favor until you beat the Traveler at the ship. Bust through a weak point on the northwest side of the ship's lower deck to find the map.



Scroll	"On my last voyage, my ship was ravaged by Thor's thunder and storms. I had given up hope when the gentle wind of Njörd parted the dark clouds and filled my sails. I have hidden my treasure up high where I can forever row with Njörd's Oarsmen."
Treasure Location	Njörd's Oarsmen

The treasure rests on a ledge on the west side of the Mason's Channel, next to the left oarsman. From the nearby beach, climb and shimmy to Sindri's shop, scale the nearby cliff, and then head right to find the spot.



THE TURTLE'S TRIBUTE

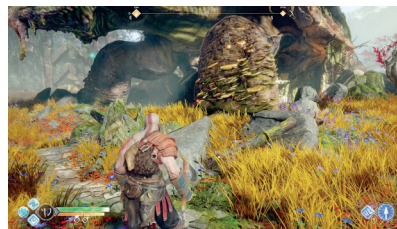
Treasure Available	During return visit with Mimir's head
Treasure	Hacksilver, 1 Oblivion Stone, 5 Soft Svartalheim Steel, Enchantment—Stone of Frost Mastery
Map Location	Witch's Basement

The map is inside the small eastern room, just outside the Hidden Chamber of Odin. This requires Light Arrows to create light bridges down to the Nornir Chest, then a Shock Arrow so that you can climb into the room.



Scroll	"Where the leaves are red, and the moss is green. I buried my treasure where the tortoise doth dream."
Treasure Location	River Pass

The treasure isn't too far from the map, sitting just outside the Witch's home. Climb out of the Witch's Basement and follow the stone path toward the turtle. Find the mound of dirt on the right side of the trail, near the boulders.



HUNTER'S KINGDOM

Treasure Available	After first water drop
Treasure	Hacksilver, Leiptr Alloy, 5 Solid Svartalheim Steel, Enchantment—Stone of the Axe
Map Location	Lookout Tower

Before the second water drop, access Lookout Tower from Vanaheim Tower; or park a boat at the dock. The map sits just to the right from the dock.



Scroll	"Mótsognir, ruler of man and beast. I came to his kingdom to learn if he had obtained the ingredients to forge the Ancient Armor. All I found was death and sorrow. I leave this offering in memory of those who suffered in the Dwarf King's quest for glory."
Treasure Location	Veithurgard

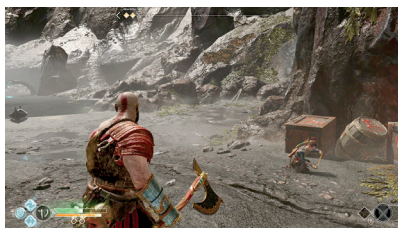
Grab this treasure while working on the "The Imprisonment of Otr" Favor. At the castle entrance, search halfway between the gate and nearby Lore Marker for the buried loot.



CREATION ISLAND

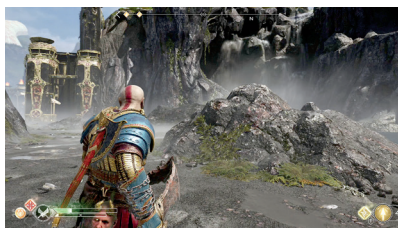
Treasure Available	After second water drop
Treasure	Hacksilver, 1 Eternal Frost, 7 World Serpent Scale Fragments
Map Location	Iron Cove

Paddle onto the southern beach of Iron Cove, in southwestern Lake of Nine, and search near the crates and barrels ahead.



Scroll	"Why waste a life worshipping those who were created by another? I honor Buri, the creator of gods, and I've left him tribute on the island that honors him."
Treasure Location	Buri's Storeroom

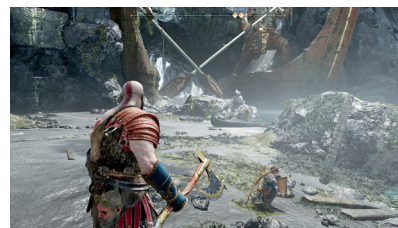
Paddle onto the island of Buri's Storeroom on the east side of Lake of Nine. The buried treasure is found on the west side next to a couple of loose boards. Kill the Draugr before digging up the loot.



ISLAND OF LIGHT

Treasure Available	After second water drop
Treasure	Hacksilver, 1 Unyielding Cinders, 5 Aegir's Gold, 7 World Serpent Scale Fragments
Map Location	Helheim Tower Beach

The map rests on the beach between Helheim Tower and Njörd's Oarsmen, just left from the dock point.



Scroll	"While we hail from Alfheim, the Light Elves make sure to watch over Midgard. I've spent most of my life here at this outpost and I will likely die here."
Treasure Location	Light Elf Outpost

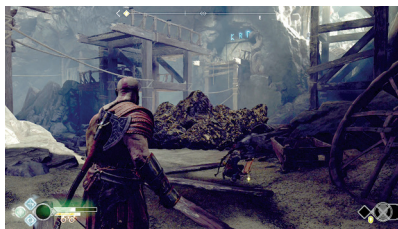
Make your way around the outside of the island as the path cuts under a high-water dock. Continue around to the left and climb down the chain ahead. The treasure sits on the ground to the right.



DEAD AND BLOATED

Treasure Available	After first water drop
Treasure	Hacksilver, 1 Oblivion Stone, 5 Soft Svartalfheim Steel, Enchantment
Map Location	Völunder Mines

Find the map at any time, but it's best picked up during Brok's first Favor, "Second Hand Soul." After following the Soul Eater through the first gate and defeating the Revenant, follow the right path to find the map.



Scroll	"The Troll who killed my kin is slain, but the battle has taken its toll. I've buried whatever I have left near his corpse. Ingrid and I used to frequent this beach to watch the sun rise over the temple."
Treasure Location	Cliffs of the Raven

At Cliffs of the Raven, make your way to the big beach in the back, where the corpse of a Troll lies. This requires navigating much of Cliffs of the Raven after the second water drop. The treasure is buried on its right side.



THE BOAT CAPTAIN'S KEY

Treasure Available	After first water drop
Treasure	Hacksilver, Leiptr Alloy, 30 Aegir's Gold, Enchantment
Map Location	Stone Falls

From the upper beach, this map is easily found by exiting your boat and searching the right side of the beach. After the second water drop, you must climb the various ledges.



Scroll	"With the Boat Captain in the belly of the Hydra, the key was mine! I traveled to a new land, but my ship wrecked and sunk along with my precious key. It lies just below the waves, perched on an underwater peak."
Treasure Location	Isle of Death

Before the water drops a second time, you need to climb once from the dock. Wait until the water level has lowered, and you must navigate more of the island before reaching the highest point. Search under the ship wreckage to find the pile of dirt that hides the treasure.



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THE LAST PLACE THEY'D LOOK

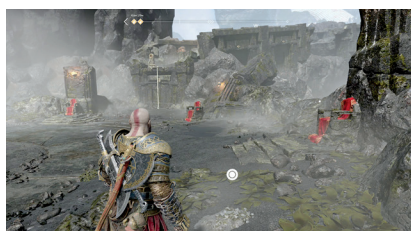
Treasure Available	After second water drop
Treasure	Hacksilver, 1 Unstable Ore, 5 Hardened Svartalheim Steel, Enchantment—Eye of Runic Supremacy
Map Location	Mountain Summit

On your return visit to the Summit, this map sits in the middle of the main path through the Mountain. It is found in the tunnel just before the Frost Ancient.



Scroll	"The Valkyries will hunt me until my last breath. If they seek what is mine, I shall hide it right under their noses."
Treasure Location	Council of Valkyries

Access the Council of Valkyries from the beach between Helheim Tower and Njörd's Oarsmen. Climb up, shimmy across the ledge, and scale a couple more



cliffs to reach the door. Find the thrones that sit around the perimeter of the arena, and search between the second and third seats on the left.

THE HISTORIAN

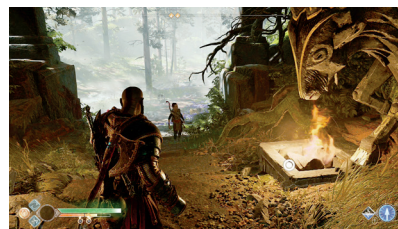
Treasure Available	After second water drop
Treasure	Hacksilver, 1 Eternal Frost, 30 Aegir's Gold, Enchantment—Eye of Runic Mastery
Map Location	Ruins of the Ancient

Paddle a boat to the northeast corner of Lake of Nine and run ashore onto the Ruins of the Ancient. The map sits on the right side of the beach. A Soul Devourer patrols the area, though the fight is optional.



Scroll	"I wished to make a contribution to Fáfnir's collection of relics. I arrived to find the door locked and Reavers blocking the way I came. I quickly buried my treasure and hid as fast as I could. If I manage to escape, I'll return to this spot."
Treasure Location	Fáfnir's Storeroom

This treasure is best collected during Sindri's "Fáfnir's Hoard" Favor. After clearing out the forest area, approach the sealed storeroom exit on the south side.



The treasure has been buried just in front of the door.

TROPHIES

We've split the Trophies into four categories: those earned by playing through the Journey, completing the various Favors, Labors, and Artifacts, upgrading Kratos and Atreus, and finishing various collections.

THE JOURNEY

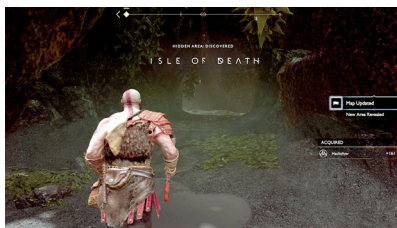
The following Trophies are earned as you play through the Journey. Complete the game to earn all 11.

NAME	DESCRIPTION	TROPHY
The Journey Begins	Defend your home from the Stranger.	 Bronze
A New Friend	Survive the Witch's Woods.	 Bronze
Feels Like Home	Allow the Light Elves to return home.	 Bronze
Dragon Slayer	Defeat the Dragon of the Mountain.	 Bronze
Troubling Consequences	Defeat Magni and Modi.	 Bronze
Hello, Old Friend	Retrieve the Blades of Chaos.	 Bronze

NAME	DESCRIPTION	TROPHY
Promise Fulfilled	Heal Atreus.	 Bronze
Round 2	Rescue Atreus.	 Bronze
Past Haunts	Ride the boat out of Helheim.	 Bronze
Twilight Beckons	Defeat Baldur.	 Bronze
Last Wish	Spread the ashes. Complete the Journey.	 Gold

OPTIONAL CONTENT

Most of these Trophies are earned by completing the Favors, Labors, and Artifact collections. To earn "Death Happened Here," you must defeat the Troll inside the



Veithurgard castle and loot the next Legendary Chest. For "Beneath the Surface," explore the various islands and beaches around the Lake of Nine.

NAME	DESCRIPTION	TROPHY
Like Oil and Water	Complete all of Brok and Sindri's Favors: "Second Hand Soul" and "Deus Ex Malachite" for Brok, "Fáfnir's Hoard" and "Family Business" for Sindri, and "Hail to the King" for both.	Gold
Unfinished Business	Assist all of the wayward spirits by completing the following Favors: "Anatomy of Hope," "Dead Freight," "Hammer Fall," "Time Heals All Wounds," and "Unfinished Business."	Silver
Trilingual	Learn the languages of Muspelheim and Niflheim. Collect four Muspelheim and Niflheim Language Ciphers as part of "The Realm of Fire" and "The Realm of Fog" Favors.	Bronze
Death Happened Here	Fully explore Veithurgard. This is acquired after opening the chest just beyond the Troll miniboss, Dauði Hamarr. Check out our coverage of "The Imprisonment of Otr" for detailed information on this location.	Bronze
Dangerous Skies	Free the three World Dragons by completing the following three Favors: "The Imprisonment of Otr," "The Flight of Fáfnir," and "The Fire of Reginn." This also completes "The Dragon's Curse" Labor. Get full details in our Favors chapter.	Silver
Curator	Collect all of the Artifacts: four Lost Toys at Wildwoods, nine Masks in River Pass, nine Ship Figureheads at Lake of Nine, five Elven Artifacts in Alfheim, six Ornate Cups at the Mountain, six Viken Horns in Veithurgard, and five Brooches in Helheim.	Silver
Beneath the Surface	Explore all the Lake of Nine has to offer. This includes the following locations: Buri's Storeroom, Cliffs of the Raven, Forgotten Caverns, Iron Cove, Isle of Death, Light Elf Outpost, Lookout Tower, Ruins of the Ancient, and Stone Falls.	Bronze
Fire and Brimstone	Complete all of the Muspelheim Trials. This requires that you complete the Normal and Hard Trials, defeat the Valkyrie, and earn a Bronze/Silver/Gold in the Impossible VI Gauntlet Trial. There is no need to complete all five Impossible Trials before the gauntlet; just acquire the three keys. Refer to the "Muspelheim" section of the Favors chapter for more information.	Gold
Darkness and Fog	Survive the challenges of Niflheim. This Trophy requires that you unlock all Niflheim Chests found in the Center Chamber. Refer to the "Niflheim" section of the Favors chapter for more information.	Gold
Chooser of the Slain	Defeat the nine Valkyries. Free the eight Valkyries across the five realms and place their helmets at the Council of Valkyries. Then defeat the Queen to earn this Trophy. We provide full coverage in the "Valkyries" section of the Favors chapter.	Gold

COLLECTION

The remaining Trophies involve some kind of collection. Read all of the Jötnar Shrines, dig up the treasure from the 12 Treasure Maps, kill 51 Ravens, and slay numerous enemies.



NAME	DESCRIPTION	TROPHY
The Truth	Read all of the Jötnar Shrines. There are 11 Jötnar Shrines in all, spread across four different realms. The two incomplete Jötnar Shrines found during the Journey do not count toward this. Refer to the Jötnar Shrines section at the start of this chapter for more information.	Silver

UPGRADE KRATOS AND ATREUS

There are a number of ways to improve Kratos and Atreus—such as purchasing Epic armor; learning new Skills; and upgrading Kratos' stats.



The following Trophies all involve some kind of upgrade for father and son. Note that some of them can't be earned until after you've completed The Journey.

NAME	DESCRIPTION	TROPHY
Nice Moves	Obtain a Runic Attack Gem. This is earned once you open the chest that contains the Hel's Touch Runic Attack, found just inside River Pass during the Journey.	Bronze
Dwarven Ingenuity	Upgrade a piece of armor. Upgrade any piece of armor at one of the shops.	Bronze
Best Dressed	Obtain one new Outfit for the son.	Bronze
Enchanted	Slot an Enchantment into your armor. Slotting any Enchantment into any armor with at least one slot completes this Trophy.	Bronze
The Best Moves	Fully upgrade any Runic Attack by spending XP at the Weapon Screen. You must upgrade the same ability twice.	Bronze
Idunn's Orchard	Fully upgrade your health. Collect all nine Idunn Apples from Nornir Chests.	Silver
Quick Tempered	Fully upgrade your rage. Collect all nine Horns of Blood Mead from Nornir Chests.	Silver
Worthy	Fully upgrade the Leviathan Axe. There are five Frozen Flames earned by completing specific tasks. Turn these in to Brok or Sindri to upgrade the axe five times. Refer to the "Leviathan Wakes" Labor for more information.	Bronze
Why Fight It?	Fully upgrade the Blades of Chaos. There are four Chaos Flames earned by completing specific tasks. Turn these in to Brok or Sindri to upgrade the blades four times. Refer to the "Chaos and Conflagration" Labor for more information.	Bronze
Primordial	Obtain Ancient armor set. Collect an Ancient's Heart and Ancient's Rubble from defeated Ancients. Take these items to Brok or Sindri and craft the Legendary armor. This includes the Pauldron, Gauntlet, and Belt of the Ancients.	Bronze
Path of the Zealot	Obtain Traveler armor set. Collect Traveler's Grisly Trophy and Traveler's Armor Shard from defeated Travelers and deliver the resources to Brok or Sindri. Craft the Traveler's Breastplate, Gauntlets, and Waist Armor.	Bronze

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GOD OF WAR TEAM

THE ART OF GOD OF WAR

FAN ART

The *God of War* franchise has inspired fans around the world, and this newest game is no exception. The following pages showcase extraordinary artwork by some of the most talented and enthusiastic fans.

ARTIST

Ramon "De-mon" Varela

COUNTRY

Spain

LINK

www.de-mon.es

I've been playing video games since 1985, and I love drawing, but I never thought that these two passions would become my job. Now I'm an editor on a games website and from time to time I love making fan art from my favorite games. Of course, *God of War* is among them!

What influenced your decision to make a fan art piece for *God of War*?

I love the whole saga from the first to *Ascension*, but I cannot be more excited about the change of mythology. It is a new world full of enemies, weapons, and characters to discover. It arrives at the right time: it is *God of War*, but also something completely new.

How did you make this piece?

What did you use?

Since I do not know much about the new game at this time, I was watching one of the trailers and I liked a scene with Atreus in a kind of temple that became the main theme of the image, painted in Photoshop. From the beginning, I wanted to give importance to the boy, not just the typical image of angry Kratos.

What are you most excited or curious about with the new *God of War*?

I think the RPG/Adventure touch for the camera and the exploration (without losing the action) is the logical evolution for the saga. And I want to see the new bosses!

Anything you'd like to say to the *God of War* team?

It is difficult to change a well-known saga and keep it fresh more than a decade later. Break the rules you need!



I'm 21 years old from Stockholm Sweden. I love to draw and I'm striving to become a professional artist one day.

What influenced your decision to make a fan art piece for *God of War*?

I've always been a fan of *God of War* and the first time I saw the trailer for the new game I was blown away, I instantly wanted to make a piece of fan art.

How did you make this piece? What did you use?

I used my Wacom Intuos Pro Tablet and Photoshop.

What are you most excited or curious about with the new *God of War*?

I'm really excited that this game will feature Nordic mythology, since I'm Swedish I think its super interesting to see. I also love that you try something different with this game.

Anything you'd like to say to the *God of War* team?

I would like to thank the team for being so interactive with the community and fans. I think it's really cool and important when you get the feeling of being a part of something you truly like.



ARTIST

William Puekker

COUNTRY

Sweden

LINK

www.instagram.com/willampuekker/



I'm 31 years old. I'm married and have two little boys. Since I can remember, I've been a passionate gamer and cinephile. I was also always very interested in drawing and painting and seven years ago I started tattooing. In 2015, my friend and I opened our own Tattoo shop, the BLACK RAINBOW TATTOO THEATRE. Like the name, the "old film theatre" was the theme we used for our whole shop.

What influenced your decision to make a fan art piece for *God of War*?

One day, my customer and friend André ask me to tattoo him a Kratos on his lower leg, and I (as a huge **GoW** fan) was so excited to do it.

How did you make this piece?

What did you use?

I tattooed it on his leg with my professional tattoo equipment from "Cheyenne" (Machine and Needles), "Eternal" and "World Famous Ink" (Tattoo Ink). In March, we wanted to continue with that **GoW** tattoo project, and we hope to see some badass Odin or Thor or some other great enemy from the new game soon for his leg ;-).

What are you most excited or curious about with the new *God of War*?

As I already said, I'm so excited for the new enemies and bosses, as well as for the new gameplay, especially with the young child from Kratos. This all looks so crazy in the trailers!

Anything you'd like to say to the *God of War* team?

I just want to say thank you for such great games, I love the **God of War** games. I also want to say, I like the way you're including the fans in the whole project. It's such a honor for me to be a part of this thing, that's so cool. THAAAANKS!



ARTIST

Mitchel "Mitch" Schwarzenberger

COUNTRY

Germany

LINKS

www.facebook.com/mitch.blackrainbow

www.blackrainbowtattoothatre.com/

www.instagram.com/mitch.tattoos/?hl=de



ARTIST

Myre Spencer

COUNTRY

Canada

LINK

demi-pixellated.tumblr.com

I'm from Toronto, Ontario and I'm currently in my third year of the Bachelor of Animation program at Sheridan College.

What influenced your decision to make a fan art piece for *God of War*?

The piece was initially part of some sketches that I did in 2016 when the first gameplay trailer for the new game dropped at E3. Then, when the "Be a Warrior" trailer was released at E3 2017, and with Father's Day around the corner, I figured it was as good a time as any to finish up one of those sketches. Listening to Bear McCreary's Overture on repeat also helped a lot.

How did you make this piece?
What did you use?

The image was done entirely in Paint Tool Sai.

What are you most excited or curious about with the new *God of War*?

For this new *God of War*, I can't wait to see how the team adapts the tales and legends of Norse Mythology and find out Kratos and Atreus' place with in it. I'm also excited to see the developing relationship between this father and son pair, and how Kratos comes to terms with being a father again.

Anything you'd like to say to the *God of War* team?

I never thought I'd be as big a fan of the *GoW* series as I am now when I first played the saga back in 2013. You've done incredible work over the years and your games never cease to amaze me in the in their stories, scope, and ingenuity. And I know this new game will be no different. Thank you for countless hours of exciting combat, puzzle-solving, and storytelling. Keep up the good work!





ARTIST

Anthony Buell, The Ronin Cosplay

COUNTRY

United States

LINKS

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PAINTERS

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PHOTOGRAPHER

www.instagram.com/keiseyku



I'm a traditional and digital artist in the games industry from Sacramento, California. I specialize in 3d artwork, as well as everything from painting to leather crafting. I love bringing characters I have enjoyed as a gamer to life, bringing the most detail and story to every character I craft. I have been cosplaying just a few years, and am completely self-taught in leatherworking. I also create props via 3d printing for clients as a side business to support my ability to keep bringing characters to life.

What influenced your decision to make a fan art piece for *God of War*?

I have long since been a fan of Kratos and the franchise, playing every title since I was a kid. Upon seeing the return of our hero, I knew I had a chance to finally bring him to life and do him justice as a cosplayer. His story and demeanor have always been one of my favorite highlights in gaming. Plus, the challenge that came with creating his very leather-inspired outfit I knew would be both fun and difficult to execute well.

How did you make this piece? What did you use?

Kratos was built entirely out of traditional methods (outside of the axe). I cut, dyed, formed, and sewed every bit of Kratos using real leather, by hand. Using various forms of traditional leatherworking, I was able to bring the character to life. Everything was scaled to exact measurements by using a projector on a dummy, I was able to pattern out everything just as it was on Kratos.

The axe was hand carved out of real redwood, and the head 3d modeled, printed, and painted using traditional painting techniques. My body painting was done by the incredibly talented Walter Welsh, a competitor from *FaceOff*, for the shoot. The beard took the longest, as I did have to grow it out!

What are you most excited or curious about with the new *God of War*?

The combat has always been the highlight for me. The way Kratos moved with his swords was so much fun, so what I am most looking forward to is his combat using a new weapon and how that fits into his style. Though the environments (since that is my game specialty) are definitely something I am most excited about seeing and playing through.

Anything you'd like to say to the *God of War* team?

I cannot express to the team how much I have loved and enjoyed these titles. The work you all have done is incredible and, as a developer, very inspiring. Aside from it being a goal in my career to be a part of that one day, it has been a pleasure hearing back from some of the developers on my ability to recreate the character, and knowing I have done it justice. Thank you all so much for this. As a guy who started in his garage making props, this means the world to me.



ARTIST

Max Grecke

COUNTRY

Sweden

LINK

www.instagram.com/maxgrecke

I'm a freelance illustrator and concept artist located in Kalmar, Sweden.

What influenced your decision to make a fan art piece for *God of War*?

God of War has been one of my favorite PS titles for a long time, and seeing the art direction change a bit towards the more realistic approach, I thought it would be fun to do the opposite and make it really cartoony and playful, but still capture the character.

How did you make this piece? What did you use?

It's all done digitally, using a Wacom Cintiq tablet, with Photoshop CC.

What are you most excited or curious about with the new *God of War*?

I'm really excited to hopefully see a more caring side of Kratos, I think showing a contrast in the character will make his more angry moments even angrier.

Anything you'd like to say to the *God of War* team?

From what I have seen of the game so far, it looks truly stunning, and that Santa Monica has pushed the series to a new level with a lot more depth.





ARTIST

Vicente Valentine

COUNTRY

Brazil

LINKS

www.behance.net/vicentevalentine

www.instagram.com/vicente_valentine



I live in São Paulo, Brazil, where I work as a designer and illustrator.

What influenced your decision to make a fan art piece for *God of War*?

My biggest influence is Kratos himself. I remember seeing him for the first time on the cover of a gaming magazine and I loved how he looked! His return, after years, in a new saga made me euphoric!

How did you make this piece? What did you use?

I did the illustration using Photoshop, stroke work, colors, and textures.

What are you most excited or curious about with the new *God of War*?

I am very curious about the relationship of Kratos and his son, Atreus. I think the gameplay and the new positioning of camera are great. I was blown away with visuals and the scenarios in the trailer.

Anything you'd like to say to the *God of War* team?

I would say, with all my heart, Thank you! The work you do is inspiring! You guys are awesome!!!

I create portraits of people/characters I like and post on my Youtube channel. I also create 2D animation and illustrations. I love all kinds of drawing and painting.

What influenced your decision to make a fan art piece for *God of War*?

God of War is absolutely my favorite game. I had my first contact with the game when I was a child. My brother bought a PS2, and I, who didn't know how to play very well, watched him play, destroying all those monsters and solving puzzles. Since then, I am always looking forward to the next release and replay the original games two or three times. So, as a way of honoring my favorite game, I did what I love to do, draw.

How did you make this piece? What did you use?

I used an A4 size paper, conventional colored pencils, markers, and white and black pens for finishing.

What are you most excited or curious about with the new *God of War*?

I'm very curious about the Huldra Bros. Since I've received my coin (by the way, I feel very honored) I'm trying to understand what is it about. I hope I get this game soon to discover!

Anything you'd like to say to the *God of War* team?

I'd like to thank all the team for this opportunity of showing art from so many ***God of War*** fans around the world. This is unique. It makes us feel as a part of this whole project, and I think all the other artists are so grateful, as am I.



ARTIST

Jaque Vital

COUNTRY

Brazil

LINK

www.youtube.com/jaquevital

I am a freelance
illustrator, from Brazil.

What influenced
your decision to
make a fan art piece
for *God of War*?

I wanted to
do something different.
Kratos is always angry,
violent. After I saw the
trailer of the new *God of
War*, Kratos was looking
more like a father,
teaching his son, so I
wanted to make a happy
moment as we never
saw Kratos smiling.

How did you make
this piece? What did
you use?

I used Photoshop.

What are you most
excited or curious
about with the new
God of War?

The interaction
between Kratos and
Atreus and maybe a rise
of a new God of War.

Anything you'd like
to say to the God of
War team?

I can't wait to see
what happens to Atreus
and if he follows his
father's path.



ARTIST

Juliano Vieira "Jumodafoca"

COUNTRY

Brazil

LINK

www.instagram.com/jumodafoca



ARTIST

Matt Hubel

COUNTRY

United States

LINKS

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www.instagram.com/matthubelart

I'm an illustrator from Denver, Colorado. My name is Matt Hubel you can find me on most social media via the name matthubelart.

What influenced your decision to make a fan art piece for *God of War*?

The *God of War* series has always been something that has pushed the boundaries of what I thought was possible in games. Everything from the massive set pieces, the characters, and the feeling of raw power you get from the games has kept me coming back as a fan. It's the only game I've ever played where I have to call up my friends and freak out about something I can't believe I just saw. So, it's a series that has strong emotion attached to it, and that makes it easy to want to create art for it.

How did you make this piece? What did you use?

My illustration work is mainly digital. I use my iPad and Procreate or Photoshop, on occasion.

What are you most excited or curious about with the new *God of War*?

I've always been a huge fan of Norse mythology. There is something very raw about it. I feel like it fits Kratos perfectly. I think the addition of his son is great as well. I'm a parent now, and I feel like the game has grown with me over the course of the series.

Anything you'd like to say to the *God of War* team?

I'd just like to say thank you to the team. Every aspect of *God of War* is fun. I feel like so many studios have forgotten that games are supposed to be fun first. *God of War* is a unique IP that has maintained its fun factor for so many years. Also, the artwork involved in the making of this game has always been inspiring, and nothing short of amazing. I'm excited to see the new game!



THE GOD OF WAR TEAM

The *God of War* development team was kind enough to share their thoughts with us, providing a glimpse into the lives of this amazing team. The following pages feature just a few of the incredibly talented and dedicated individuals who have worked so hard to bring this game to the fans.



JASON McDONALD

LEAD GAMEPLAY DESIGNER

How did you first become interested in pursuing a career in video games?

I think it's everyone's dream to be able to work on something they love. I've played games my entire life and as a kid I always thought working on one would be a dream.

Plus, my parents would watch me play video games as a kid and I knew they thought it was a waste of time. Part of me always wanted to prove them wrong.

How long have you been on the team?

Since May 2004. 14 years.

Give the reader an idea of your day-to-day tasks.

A typical day is filled with tons of meetings with various designers, programmers, leads and directors about various aspects of the game. Usually I focus on Mechanics, Hero, Son and Enemy design and animations, often reviewing, and tuning. When I can find the time, I still find ways to sneak into the scripts and implement a few things even though I'm sure many would wish I didn't and would just stay pinned to a meeting room forever.

What was your favorite aspect about the project?

We had previously been working with the same combat formula and overall gameplay design since *God of War 1*, within the same Greek mythological world. We'd tweak and try to improve it with each iteration, but the base experience was the same. This game was a chance to go outside the box and see how we can keep the essence of the game, while changing and modernizing the feel into a brand-new experience. New Enemies. New World. New controls, mechanics, and combat. The ability to bring new elements into a 10-year-old franchise was exciting.

What was the trickiest task assigned to you and how did you solve it?

A surprisingly tricky thing was creating gameplay that stayed true to the new vision. When ideas got difficult to implement, it was much easier to stay within the wheelhouse we were used to with previous titles, and our initial designs had us doing just that. With so many *God of War*s under our belts it was easy to slide into old habits regarding camera angles, old weapon styles, and older designs that did not fit the new direction. You sometimes didn't even realize you were doing it.

The solution oddly enough was to fully embrace the change. Instead of inching the camera backward every chance we get with early prototypes, how about we just slam the camera in there and work out the problems. Part of that led in early prototypes to throwing your axe which partially came from looking at things from that 3rd person perspective. And from that perspective wouldn't it be nice if your son could help watch your back and pin down enemies you cannot see? Things started to take off once we began looking at things through a new lens.

What are you most proud of concerning the game?

I am proud of the team persevering through the challenges to make this game. Every department stepped up to the challenge in creating something new that we have never done before. The result is the culmination of the hard work from whom I consider very talented people across the team. It feels like we created a new IP, with the excitement and familiarity of the *God of War* franchise.

Why a “soft reboot” instead of *God of War IV*?

I think part of it was to get everyone out of the mindset of creating a typical sequel. This was a reinvention that hoped to respect the characters and franchise we created, but in a different way.

How does *God of War* fit into the storyline, both as a continuation of the series and as a soft reboot for the franchise?

Kratos remembers everything that has happened to him and everything he has done. He bears that weight in this new title, and players will both see and feel the effects of this change through story and new gameplay design.

What were the overall goals in creating the next chapter of the *God of War* universe?

We wanted to capture the elements that made people love previous *God of War* games and deliver it in a new experience. Remove the franchise (and developer) fatigue by taking the series into a whole new direction.

What key decisions were made to reinforce and accomplish those goals?

Much of the start of this project was identifying the key pillars of Kratos as a character, as well as the *God of War* titles as a whole.

New “rules” documents were created for Kratos and his new direction, and Cory kicked off the project with a small book that detailed his goals for the design. Working from that starting point, we could ensure that future decisions could be tested against this bible to correct us if we steered too far off course.

What do you feel has the most impact in making the *God of War* series stand apart from other video games?

It’s a mixture of bigger than life mythology, epic moments, and multiple gameplay pillars (combat, puzzles, exploration) melded together into a seamless experience.

How would you summarize the experience of *God of War*?

Epic. Unflinching. Awesome.

GAME DESIGN

Tell us about the rebuilt gameplay and why you introduced the new elements—the behind-the-shoulder camera, the crafting/recipe system, and so forth.

This game has a deeper, closer, and more personal narrative than any *God of War* game before. There was a strong desire to make the game feel like that all the time, and not just in cinematic moments. With a tighter camera, looking up at a giant creature feels epic in a different way than before. Looking freely from that angle makes you feel like you aren’t merely watching Kratos, but you ARE Kratos.

That meant new puzzle design that could work with a camera view like this. New combat design that could have you aim at the legs of a monster to trip them as they chase you down. New tension as you try to track enemies behind you while using your son to help keep them off your back.

Slamming enemies into walls to stun them or attacking their backs to exploit weakness. The new system rewards positioning, aiming, and rushing down at the right moments much more than previous games.

We also wanted a deeper customization path for Kratos this time. The game is longer with much more to explore, so we reward this with crafting and customization options that people can experiment with and change their gameplay style throughout the experience.

Exploring, fighting difficult enemies, and solving world puzzles will give you gear and materials needed to explore all itemization paths for Kratos.

How does the overall combat system differ from the previous games in the series? Why the changes?

The game is slower paced and more deliberate. You can still get in there, juggle enemies and string together combos. But your positioning and manipulation of enemies is more important, as enemies will blindside you if you do not pay attention or lock them down.

Grabbing most enemies now requires stunning them first. Sometimes building stun on an enemy is more effective than going for raw damage depending on the circumstances. Taking advantage of opportunities and using Atreus to help stun and fend off enemies is key. Different gear and skills will improve this depending on what you can find and craft.

These changes reward a somewhat more tactical approach to combat scenarios and a wider variety of tactics that can be used to win. We wanted to give the players more options and more variety to fit the longer game experience.

What were some of the challenges in creating the gameplay experience this time around?

One major challenge was Atreus himself. There were many prototypes of how he could integrate into combat. He ranged from useless, to laughable, to annoying, to “kinda OK, maybe” for a very long time. Some members of the team wished him to be cut. It wasn’t until around the time people saw him drop kick an enemy, trip them, then proceed to beat him with his bow repeatedly when people finally started to say “OK, I guess he is pretty cool.”

What elements did you incorporate into each level to make them unique?

Each level is a blend of new narrative, puzzle mechanics, and enemy types. We try to focus on a new blend of those elements for each level to ensure you do not get the same experience back to back.

Describe some of the gameplay challenges introduced with the addition of Atreus.

Companions in games are often annoying for a variety of reasons. They get in your way, they do stupid things, they steal your kills, they get into trouble, or they talk too much. The chief goal for him was to make him not a pain in your ass.

That partially meant no micro managing. We give the player one button to command him to shoot enemies to help distract or stun enemies. If you don’t command him, he will still automatically grab enemies or follow up on your attacks with his own combos. Kratos is clearly the brawn in this relationship, but that doesn’t mean his son cannot hold his own and help Kratos get things done.

What was the motivation for Kratos to give up his Blades and take up the magical Leviathan Axe? How has the new weapon altered gameplay in *God of War*?

We knew if we were to truly reinvent Kratos and the series, we needed to give him a new iconic weapon. It took a while for the first throwing axe prototypes to emerge, but when they did a new direction was born. Throwing the axe not only felt good from the new tighter camera angle, it also gave life to new puzzle opportunities based on aiming and recalling the axe. Plus, we kind of liked jamming your axe in the back of someone’s head and watching them fall as you walked away. Embracing this weapon was a definite anchor point for the entirety of the new *God of War* title.

Can you speak in general about what lies ahead for Kratos, Atreus, and the franchise? Where does *God of War* go from here? Are sequels in the works?

The only way to know what’s in store is to play the game and find out! If you want spoilers I cannot help you. Bribes could work though.

RAFAEL GRASSETTI

PRINCIPAL CHARACTER ARTIST

How did you first become interested in pursuing a career in video games?

I started my career creating characters for advertising and products. As I improved my skills the video game industry became a natural transition for me.

How long have you been on the team?

I've been with Sony for six years, working on **God of War** for the past four.

Give the reader an idea of your day-to-day tasks.

During my day, I look at the progress on all the characters that are being developed at the studio, sync with different teams and departments if there are any dependencies or things that are being worked and give feedback on it. If nothing else needs my attention, I go back to my desk and I create some art myself, if it's for Kratos, a small prop or prototyping something new, it depends on what stage we are in the project.

What was your favorite aspect about the project?

The universe we are working on. The title and the theme are so rich in characters that it makes my work that much more fun.

What was the trickiest task assigned to you and how did you solve it?

Kratos and Atreus, not necessarily in this order. Creating a new version of a well-established character was a very tricky task and took a long time. On the other side, introducing a new hero walking next to this well-established character was very scary, specially being a young character.

What are you most proud of concerning the game?

The way we were able to introduce these characters to the fans and tell a new story.

ART AND DESIGN

What fresh approaches have you brought to the design of the principal characters for God of War?

From my experience on working on other triple A PS4 Sony games, I was able to bring another point of view of executing realistic characters but still maintaining the style that **God of War** always had and find that balance.

Where did you look for inspiration in designing new characters, such as Brok, Sindri, Freya, and the World Serpent?

We looked at a lot of historical references for costumes, story of characters, and how we could mix that with the **God of War** style we developed. Creating a strong design with a strong base of references from the period, but adding our own twist to those characters, is what kept us inspired to create new unique characters.

Talk about your inspiration for the artistic look and feel of God of War's transition to a Norse mythological setting.

The past titles of the franchise always had a very strong style and art direction. For this one we wanted to bring the title to the next generation of consoles and the new mythology, but still maintain as much as we could from the past titles. This new mythology allows us to be a lot more realistic on how we treat everything. The characters and environments are a lot more grounded and that way when we introduce the twist of the new setting, the mythological characters, gods and big monuments, it is a lot more impressive than before.

What were the biggest challenges when striving for a no-cut camera? Did this change the way the team approached the game?

In the past titles, camera cuts allowed us to have more resolution on characters during cut scenes, swap meshes around with more polygons, and maintain quality every time the camera was close. For lighting, it was a big hit. If you play any other game you will notice lights shifting around to create a perfect shot for every camera placement. This time around we had to come up with tricks for all of that. Characters need to be 100% during gameplay and cinematics; there is no swapping textures around. Lights had to be kept in the same position for long cinematics and find tricks to move them around without the player noticing. It was painful but worth the effort, you can see the results and feel the immersion when you play the game.

MATT SOPHOS

STORY AND NARRATIVE DESIGN LEAD

How did you first become interested in pursuing a career in video games?

I was going to college for a degree in Radio/Television/Film with a minor in Journalism. In fact, most of my writing background was always in journalism (and more specifically, sports journalism). I'd always been a big video game and comic book geek—coming up with game ideas and drawing comic book characters—but it wasn't something I'd really considered as a career.

On the flip side, I had a good friend who decided right out of high school that all he wanted to do was make games. So, when I went off to college, he pursued a job in games. Fast forward to my senior year in college...I was working at a talk radio station in Dallas, and my buddy had recently moved back to town to be one of the first employees of a new video game studio starting up. After a while there, he told me he thought it was something I'd really love doing if I gave it a shot. I figured, "what the hell" and started going to his apartment in the morning when he'd go off to work, and would build levels just to see if it was something I may want to shift careers for. Soon after, I just started showing up to work with him and began fixing levels on a secondary computer he had sitting next to his desk. After a little while of that, the Project Lead realized he'd never actually hired me, but I was doing good work so maybe he should start paying me. And that's how I got my first job in the industry at Ion Storm. I never looked back from there.

By the way, I don't recommend just showing up at a company and starting to work like you already have a job there. Ion Storm was a unique place and it was a LONG time ago when it comes to game development. I think most people would now be escorted out by security and possibly prosecuted.

How long have you been on the team?

3½ years

Give the reader an idea of your day-to-day tasks.

Well, at the time of this interview, most of my day is spent addressing bugs and finding things in the game from the narrative-side that aren't playing out correctly.

As a writer/narrative designer, your day-to-day is wildly different based on what stage of the game's development you're in. In the beginning, a typical day consisted of lots of sit-downs with my writing partner, Rich Gaubert, and Cory (Barlog, the Creative Director) to hash out major beats of the story. We'd write things up on note cards and pin them up on a board—constantly shifting them around as the spine of the plot took shape.

At other times, we spent time writing character breakdowns and monologues for Casting, and then watching and giving feedback on auditions. Sometimes we were holed up for days on end furiously writing scenes or level banter so it was ready for pre-visualization or temp VO recording.

And other days we spent most of our hours taking screenshots and doing paint-overs to explain to implementers how we intend for banter to trigger as a player progresses through the level. Others were spent timing and re-timing banter so that it sounds conversational and leaves room for sound effects and specific animations.

It's kind of a grab-bag that keeps you on your toes, honestly.

What was your favorite aspect about the project?

If you mean, "what's my favorite aspect of the game," it's the depth of the world we've been able to create. Gone are the days of a purely linear romp with each level bookended by cinematics. I'm incredibly proud of what this team has been able to pull together and create.

What was the trickiest task assigned to you and how did you solve it?

I think the trickiest task was to find a way to write Kratos in a way that stayed true to who he is (the character that players have had many games to become familiar with) while evolving him to the point where players can accept that he's different now. He's a man that wants to change—to be more than the "Ghost of Sparta" and remorseless killer of gods. Part of doing it was just digging in and figuring out what aspects of Kratos *I* found potentially redeemable. Adding Atreus to the mix with Kratos wanting to change FOR someone gave me an "in" to the character that I could relate to. Hopefully players will find this as well.

What are you most proud of concerning the game?

I'm proud we've so far been able to change how players (at this point, playtesters and team members) feel about Kratos as a character. I think to a large degree, people felt like he was largely irredeemable... a notion Kratos himself would agree with. After playing through this game, I've heard almost everyone come around on Kratos and that he's a far more tragic character with more depth of emotion than the pseudo-villain he'd mostly become.

How does *God of War* fit into the storyline, both as a continuation of the series and as a soft reboot for the franchise?

God of War picks up many MANY years after the events of *God of War III*. It's a direct continuation because Kratos has grown from his experiences in the previous games. He's still the same man (err... demi-god) that killed most of the Greek pantheon—including his father and his previous family. It fits as a soft reboot because, like Kratos, we've moved to a different place both physically and emotionally, and we're all older and grayer with different outlooks on life. Not to crib too much from our E3 2016 demo, but it's "a new beginning."

What were the overall goals in creating the next chapter of the *God of War* universe?

The goal was to create a deeper, more intimate experience for players and to tear down a lot of the walls Kratos built around himself to get to the heart of the character.

What key decisions were made to reinforce and accomplish those goals?

By giving Kratos a son to care for, we could tap into the fears Kratos has of passing on the bad parts of himself—the parts Kratos wishes he could forget. From a technical standpoint, pulling the camera in tight and making all the action play out up close makes the gameplay feel more immediate... like you're experiencing everything at Kratos' side, rather than at a distance.

What do you feel has the most impact in making the *God of War* series stand apart from other video games?

I think it's the scale of things and only being limited by imagination. I spent many of the middle parts of my career working on shooters that are grounded in realism (whether in World War II or a science fiction future). *God of War* gives the freedom to say, "this is mythology, not history." You want to fight a living statue? Do it! Pull off the fingernail of an enormous Titan? Have at it! Bury your axe in the face of an 18 ft. tall troll throwing fire at you? You got it, pal. It's incredibly freeing from a creativity standpoint.

How would you summarize the experience of *God of War*?

I'd say *God of War* is a deep, visceral, emotional experience that I hope surprises players and makes them want to continue playing long after they should have gone to bed. You have work/school in the morning... go to sleep!

NARRATIVE

God of War introduces a father-son theme to the series. What was the inspiration for this, how has it affected Kratos as a character, and what were the challenges in developing this theme?

As Cory tells it, he was at a different point in his life than when he directed *God of War II*. He became a father to a young son and saw the potential in exploring this aspect of his life through the lens of Kratos. When I joined the project, I could fully identify with that perspective because I'm also a father to a young son, as is Rich. By giving Kratos a son to raise, it gave us the ability to tap into the fears we all have when raising our own sons. As a parent, you're always concerned that your bad traits—the ones you really wish you could change—will become your child's bad traits. I know I personally always feel like I'm screwing up and can only hope I'm a good influence on my son more often than not. Imagine how Kratos feels when you think of all the horrible things he's done and the rage he's constantly striving to contain. "The sins of the father..." so to speak.

How has the transition to the Norse mythological setting impacted the story? What was the inspiration for this? What were the challenges?

Kratos is a stranger in a strange land. He's in a place that doesn't know him. One of the things Kratos has always tried to do is forget his past, and moving far north was a way for him to do that. We'd considered other mythologies to explore before landing on this one, but to me, for a demi-god seeking isolation from the rest of the world, the Norse lands seemed like the perfect place for Kratos to exile himself.

One of the big challenges with regard to Norse mythology is that it's really not terribly well-documented. Unlike Greek mythology, where books still exist that were actually written during that time period, Norse mythology was largely oral stories passed from person-to-person. In fact, the oldest, most extensive written history of the Norse gods was authored by a Christian scholar close to 1000 years after the Norse mythological era. It's all very fragmented, with not much in the way of accepted "facts". This provided both a terrifying challenge and a lot of freedom when it came to mining myths for the game.

Can you speak in general about what lies ahead for Kratos, Atreus, and the franchise? Where does *God of War* go from here? Are sequels in the works?

I *could*, but I think Cory and Sony might throw Kratos' axe at me (hopefully the foam version).

THE BASICS

EQUIPMENT
AND SKILLS

THE JOURNEY

FAVORS

ARTIFACTS

LABORS

LAKE OF NINE
EXPLORATION

JÖTNAR SHRINES
AND TROPHIES

FAN ART

GOD OF WAR
TEAM

THE ART OF
GOD OF WAR

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Sr. Project Manager

Nicole Scates

Production Coordinator

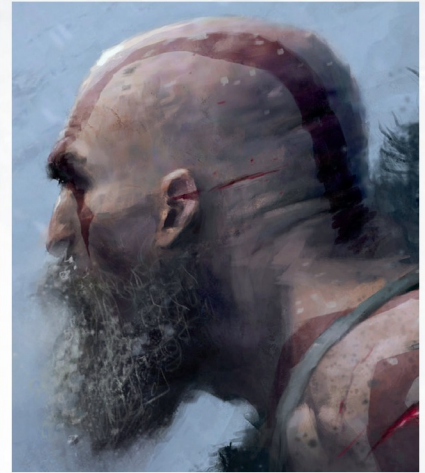
Matthew Cappiello

THE ART OF GOD OF WAR
BY DARK HORSE PUBLISHING

An Excerpt



Of course, one of the most involved character designs for *God of War* was the new look of Kratos. Getting this character right meant a lot to the team, all of whom wanted to strike a balance of retaining the iconic elements of his design while bringing fresh ideas from the Norse world to the table also. “People have expectations for what he’s supposed to look like,” said lead character artist Rafael Grassetti. “It was kinda hard to push people to like a completely new design, but once we started just enhancing what was there before, it was a little easier to get people onboard.”



Early exploration of Kratos. Artists: Dela Longfish (bottom right); José Cabrera



Artist: José Cabrera



At the very start of any project, we often try to create a handful of key images or references that the team can rally behind. Most of the time, it takes a number of paintings to cobble together something that gets close to the mood—and even that can often evolve over time. Sometimes, however, you get lucky, and nail it on the first shot; such was the case when these paintings (and those on the following spread) started coming in from concept artist José Cabrera. “We collectively all picked our jaws up off the floor and said, ‘that’s the game . . . this is the direction we should go in,’ and that never really changed,” said Luke Berliner.

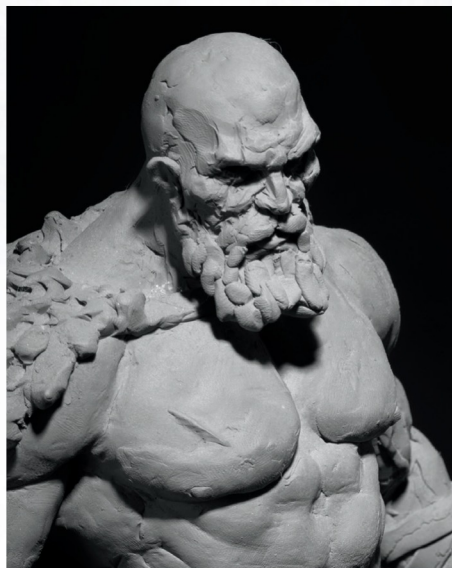


First Norse concepts. Artist: José Cabrera



Artist: José Cabrera

While a majority of work created these days is primarily done digitally, it is not the only avenue artists have to explore character designs. Here are a couple of maquettes created by Rafael Grassetti for Kratos and Atreus early on in the project. Being able to see a character firsthand in a physical form not only creates an excitement for the team, but also helps anyone not on the art team understand how a design is intended to be fully resolved. “There is a unique connection people get from actually being able to touch and hold a character maquette in their hands,” said lead character artist Rafael Grassetti. “Even if the design details are still being worked out, people are able to get a full sense of the character.”



Hand-sculpted Kratos and Atreus maquettes. Artists: Rafael Grassetti (sculptor), James Rulison (photographer)



Here we see the design of Atreus finally coming into focus.

Kratos is not “of this world,” but Atreus is—and the team wanted his costume to reflect this. Atreus also carries mementos from both his mother and father at all times; the yellow scarf is from his mother (a color which represents her character in the game), while the red sash around his waist is the same one Kratos wore in the previous *God of War* games.

One of the final elements that helped the team round out this design was the addition of the actor Sunny Suljic, who portrays Atreus in the game. “The initial idea was that Atreus would be a more sickly character,” said Rafael Grassetti. “Early on we had designs where his hair had fallen out—he still has a bunch of scars on his face to show what he’s been through in his childhood.”



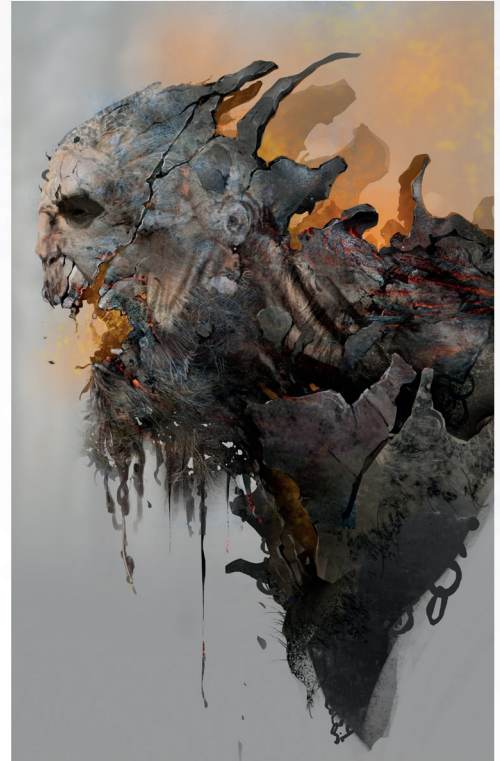
Narrowing in on the design of Atreus. Artists: Rafael Grassetti (top right); Dela Longfish (this page, opposite)



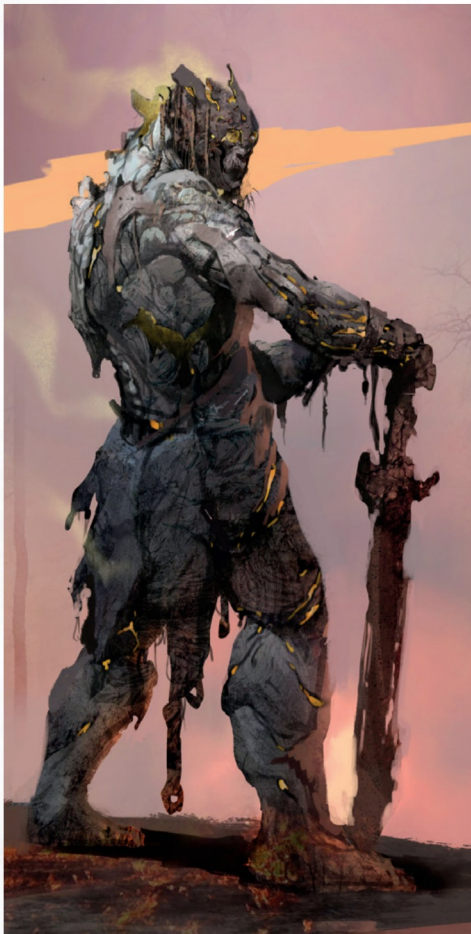
As per their lore, the Draugr are restless spirits who, unwilling to die, return to their fallen bodies and reanimate them.

Their unnatural, continued rebirth has caused a fracturing of what remains of their physical forms. Here we see some explorations of how the team wanted to visually represent these ideas in their design.

Since a Draugr is no longer a living being, the powerful will of its tortured soul is the only force holding it together and animating its physical form. The team discussed how recognizable these creatures should even be as having once been human after enduring an unknowable period of severe physical decay. Each concept artist took their own pass at this character, and that collaboration helped to arrive at the Draugrs' grisly final form.



Further development exploring the look of the Draugr. Artists: Dela Longfish, Vance Kovacs



Artist: Vance Kovacs

“These concepts were used for early inspiration of various side content quest areas,” said John Palamarchuk. “We eventually used the crystal themes in the Huldra mines quests to tie the mining and materials back to the Huldra brothers. The top image became the architectural base shell for the Odin’s Vault challenge arenas that feature the optional Valkyrie bosses in the game.”



Depths of Midgard. Artists: Paul Coda, Melissa Smith, Raul Aparicio (top); Cliff Childs, Section Studios (bottom)



Artists: MOOD, Cliff Childs

As Kratos and Atreus began their journey, the team needed to create a nice introduction into the world for the player—a taste of the dangers embedded in this world. “Our first stab at this was really much more somber, we wanted to start the journey off with a statement that this won’t be fun or safe but will be an adventure.” said Luke Berliner. “But we ended up making it much more optimistic after a lot of people played it and just felt depressed.” This level was very much inspired by the sulphur pits the team visited in Iceland early in development. “Just looking at these paintings reminds us of how bad they smelled,” said Berliner.



Dangers of the world. Artists: Yefim Kligerman, MOOD



Artists: Mark Castanon, MOOD



Final look for Jörmungandr. Artists: Rafael Grassetti, Igor Catto, Glauco Longhi



Artists: Rafael Grassetti, Axel Grossman, Igor Catto, Glaucio Longhi

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